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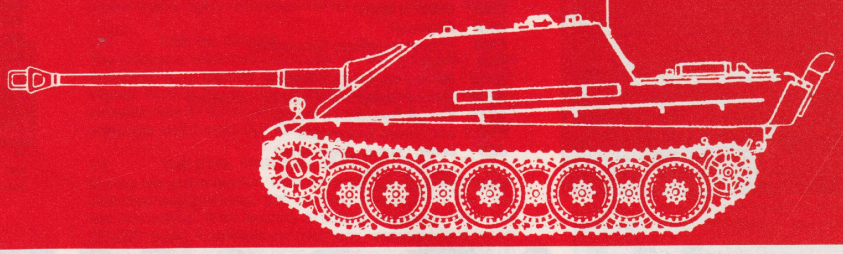

# MAIL ORDER CATALOGUE

**SPRING 1990 EDITION**

**MILITARY SIMULATIONS**
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Military Simulations has the greatest selection of conflict simulations in Australia. We have been in the mail-order business for over fifteen years, and are proud of our efficient and extensive service. All orders received are processed and dispatched via post or courier the same day that they arrive. Any item that is out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage and handling.

## THE SHOWROOM

Military Simulations has a well stocked showroom, and our customers are more than welcome to visit us. Club members may also enjoy a discount! The showroom is open from 9.00am to 4.30 pm - every Monday to Friday.

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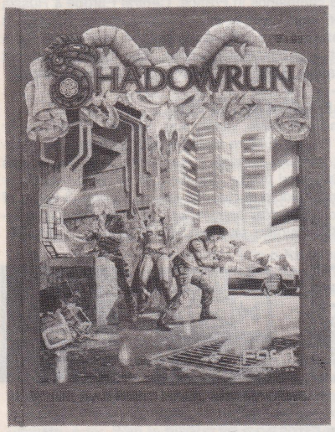
## SHADOWRUN

The year is 2050, and Earth's technological sophistication has grown dramatically. This is an era of designer cybernetics: cosmetic bionics & cyber-enhancements have greatly altered the physical limitations of flesh & bone. Computers have become the gateway into an ultra-dimensional reality of vast information storage called the Matrix. Coldfusion offers this energy-addicted society a seemingly endless source of 'clean' power. Science and industry have indeed brought about a revolution in the quality of life.

It could have been the Utopia that a naive twentieth-century had dreamed of. It isn't. Democracy has been consumed by aggression and greed, Mega-Corporations have replaced Governments. Racial conflicts and savage wars of political or racial bigotry raged across continents, leaving in their wake terrible suffering and great loss. Global epidemics and famine joined to cast a deathly shadow over humanity's fragile works. The fury of the apocalypse seemed nigh.

Into this turmoil flowed an essence that had remained dormant for thousands of years. Genetic codes were warped and the boundaries of reality collapsed - the ashes of convention were scattered by this new-born puissance. Magic, for it could not be called anything else, was again married to mortal flesh. But for most, the emergence of arcane ener-gies was a curse. Terrible deformities were rife, many people died, and those who survived were forever transformed into a grotesque parody of evolution. The racial sterotype was instantly fragmented by an array of mythical castes, and the once homogeneous race of Man was compromised by the emergence of Elves, Trolls, Dwarves and Orcs. Other fantastic creatures were quickly discovered roaming the lands beyond the sprawling cities. Science and sorcery were the twin powers of this nightmare society.

SHADOWRUN is a role playing game in which the genres of fantasy and science fiction are combined to form a potent cocktail of adventure. The player characters are agents-for-hire in a grim world of warring corporations, tribal street gangs, and mystical urban cultures. Simply surviving in this complex environment is a task that requires both skill and cunning. But there are also those who excel in the demanding realms of technology & magic, and they are the new soldiers of fortune in this dark age. Power and respect are the commodities of success, and very few non-corporate individuals can boast these qualities. In the year 2050 there aren't many heroes left - but that's never been an excuse.




# SHADOWRUN

**SECOND EDITION**
**SOFTCOVER**
**$25.00**

# BATTLETECH

**SECOND EDITION**
**BOXED SET**
**$35.00**

## BATTLETECH

A Dark Age has befallen mankind. Where the United Star League once reigned, five successor states now battle for survival. The destruction of war has ravaged once flourishing empires, and left them in ruins. The advancement of technology has not only ceased, but the military & domestic machines of the past cannot be manufactured by present-day worlds. The Succession Wars are fought over water resources, ancient equipment and the remnants of industry. These scarce elements provide a vital cutting-edge, and their control will eventually lead a successor state to final victory - the domination of known space.

Battlemechs rule the battlefield in this bitter campaign; these awesome engines of destruction are the tool with which entire planets are conquered, or destroyed. The bold men and women who pilot these 'Mechs are the honored knights of stellar warfare. They are known as Mechwarriors, and their survival in combat is ensured by skill and courage alone. The spoils of war belong to the successor states; but it is their loyal Mechwarriors, or those of the mercenary companies, who are immortalised in legend.

But renown mechwarrior veterans are scarce in the 30th century, for even lowly infantry formations can carry enough firepower to obliterate any foe in an ambush. Super-heavy tanks and mobile missile platforms are able to defeat the thickest armour, while 'Mech-hunting aircraft have earned a fearsome reputation. Despite this a Battlemech's worst foe is another 'Mech, and as such the fierce duels between opposing Mechwarriors represents the most decisive moment in every conflict. Even in a large-scale engagement it is not uncommon for a single 'Mech to turn the tide of battle - and for a lone Mechwarrior to be responsible for a great victory.

Mechwarriors are the elite troops of the successor states, and the Battlemechs that they ride represent the apex of weapons technology. The proud ranks of these mighty combatants are few, but their exploits have shaped the future.

BATTLETECH is a multi-player tactical wargame. This second edition is printed in Australia, and contains 48 full colour stand-up 'Mech counters, 120 unit insignias, 24 plastic holders, dice, two 18"x22" maps, and the Battletech Manual - a 104 page rulebook containing the complete rules for Battletech, Citytech and Aerotech, with optional rules, construction mechanics and 'Mech record sheets.

INDEX OVERLEAF

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## COMPANY CODES

| | |
|---|---|
| ADG | Australian Design Group |
| AH | Avalon Hill |
| CAG | Clash of Arms |
| CHA | Chaosium |
| EMS | Engelman Military Simulations |
| FAS | Fasa Corp. |
| GAM | Games Workshop (England) |
| GDW | Games Designers Workshop (America) |
| GRD | Games Research & Design (?) |
| IRO | Iron Crown Enterprises |
| JED | Jedko Games (Melbourne) |
| LEA | Leading Edge |
| OME | Omega Games |
| SDI | Simulation Design Incorporated |
| STE | Steve Jackson Games |
| SUP | Supremacy Games |
| TAS | Task Force Games |
| TGI | The Gamers (Inc.) |
| TSR | Tyrannosaurus Rex? |
| VIC | Victory Games (Avalon Hill Mark II) |
| 3W | World Wide Wargames |
| WES | West End Games |

## WARGAME COMPLEXITY KEY

| | | |
|---|---|---|
| * | **BASIC**: | Ideal for beginners |
| ** | **INTERMEDIATE**: | For novice players |
| *** | **ADVANCED**: | For experienced gamers |
| **** | **MASTER**: | Gung Ho veteran gamers only |

# WARGAMES

## ACCESSORIES

AH **AVALON HILL COUNTER TRAYS**
Plastic counter trays with clear plastic 'snap-on' lids. These are obviously suitable for Avalon Hill bookshelf-style games, and will stop your dreaded, black SS counters from overwhelming those lowly Communist rifle divisions before the game even starts. There are three trays and lids per set. **$8.00**

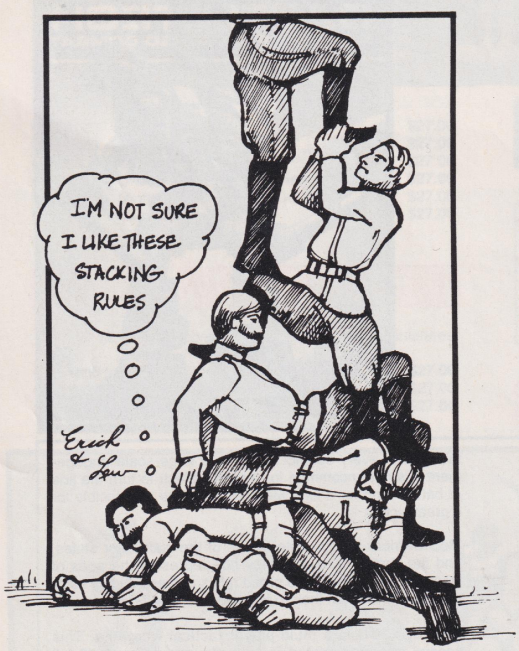
WES **WEST END COUNTER TRAYS**
Larger than their Avalon Hill counterparts, and a tad more sturdy as well. Please note that these products are too big for standard bookshelf-style boxes. There is only one tray, with a clear plastic lid, per purchase. **$5.00**

**COUNTER SHEETS**
Each set contains three sheets of 224 half-inch, die-cut counters evenly distributed between the following colours - light green, pale blue, salmon red, and gray. Just what every potential game designer needs. **$10.00**

JED **HEX SHEETS**
Useful for both wargamers and role-players - three 23"x17" blank hex sheets printed on good quality bond paper. **$3.50**

**SIX-SIDED DICE SETS**
For those many gamers who have a tendency to get over-enthusiastic with their die rolls*, or the family pet has a voracious diet that includes small plastic cubes! We are selling packets of 10 high-impact dot dice, rather boring to look at, but nice and cheap! **$2.00**

* Tests prove that dice hurled with great velocity at walls have no better chance of attaining higher numbers than dice rolled politely across table-tops.




## ANCIENT ERA

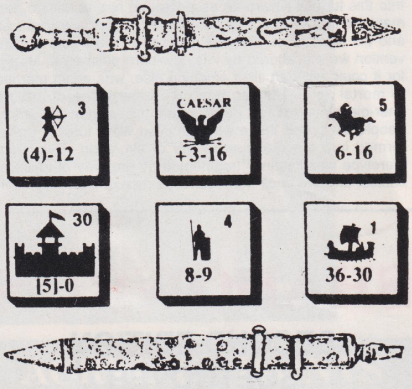
AH **BRITANNIA** *
3-5 player game that covers 1000 years of British military history from the Roman invasion to the Norman assault of 1066AD. 256 counters and a 22"x24" mapboard. This is a very quick and entertaining game; highly recommended for customers wanting a fast & furious multi-player contest **$50.00**

AH **CIVILIZATION** *
2-9 players seek political, economic and cultural superiority for their nations. This is a classic game with a very high level of player interaction and no dice required! Set from 8000BC to 250BC. Although conflicts do occur between emerging empires, the game cannot be won by military means alone. 146 cards, 639 counters and two 22"x51" mapboards. **$60.00**

**CIVILIZATION TRADE CARDS** 50 reprinted cards **$10.00**

**WESTERN EXPANSION SET** Adds a 22"x11" mapsheet extension (complete with an Archaeological Succession Table), plus rules for 5-7 players. Makes a great game better. **$15.00**

WES **IMPERIUM ROMANUM II** ***
700 years (35 scenarios) of the Roman Empire, from cultural superiority to decadent collapse. Rules include the political & economic conflict. 800 counters represent Legions, Fleets, cavalry, artillery, engineers, and more. A 22"x51" map covers the ancient world from Britannia to Parthia. 2-6 players contest their military skills for the ultimate goal of Empire! **$70.00**




EMS **RISE AND FALL** • **
Rome struggles to maintain its hard-won empire against barbarian hordes and an exuberant Persia. Superior Roman legions must also contend with internal rebellions, but are able to expand their land holdings by converting barbaric states. Up to 6 players can participate in this bloody, surprisingly fluid campaign. Rules include evolving troop quality, leaders, and solitaire play. 22"x34" map and over 500 counters. **$50.00**

AH **SIEGE OF JERUSALUM** ***
A complete revised reprint of a classic 'Historical Perspectives' game. "Not for the faint of heart!" says the Avalon Hill PR man. Set in 70AD - four Roman legions with assorted towers, rams and artillery must breach the mult-walled Zealot city before they themselves are exhausted by attrition. With a huge 34"x48" city mapsheet (50 meters per hex) and 696 counters (200 men per unit). With 1 scenario and 1 campaign **$75.00**

## MIDDLE AGES

AVA **FEUDAL** *
Two to six player chess-style game representing a furious clash of arms between feudal Kings. The armies are 36 plastic figures representing kings, princes, dukes, castles, knights, sergeants, squires, archers and pikemen. A plastic, hole-punched board represents clear, forest & mountainous terrain. For a bit of added anxiety, the initial set-up is hidden. **$55.00**

AH **KINGMAKER** **
Popular 2-6 player game of the chaotic English Civil War: 1450-85. The throne of England, and the power it holds, is the ultimate goal. Features the usual mediaeval activities: chivalry, war, feudal politics & plague. This game is rife with subtle tactics, uneasy alliances and bold conspiracies. **$50.00**

## NAPOLEONIC ERA

AH **EMPIRES IN ARMS** ****
Covers the Napoleonic Wars of 1805-1815. 2-7 players must endure political, economic and military (sea & land) struggles. Guide a nation through the maze of conflicting interests and ambitions that characterised this bloody war. With 1008 counters and two 25"x35" maps. No other simulation covers the entire campaign with such detail or grandeur. **$80.00**

AH **ENEMY IN SIGHT** *
Mobile Frigates and majestic 'Ships of the Line' clash in this entertaining 18TH Century naval combat card game. The fast-playing mechanics include all the bold actions associated with the era of sail - boarding parties, blockades, Fire Ships, and more. For 2-8 players. 40 counters, 176 colour cards. **$25.00**

CAG • **LA BATAILLE DE PREUSSISCH-EYLAU** **
Second Edition. Unfortunately this simulation was unavailable for review during catalogue production. A rather verbose CAG description stated that this title was an english reprint of a high quality French game. However, Clash of Arms is known for its high standards, and as such would not want to compromise this reputation with a shoddy product. **$55.**

CAG • **LA BATAILLE D'ESPAGNOL-TALAVERA** **
Third reprint. Portuguese mercenaries have invaded the Iberian Peninsula, and threaten the very throne of Spain. Before the gates of Hispanic-Talavera two armies clash - all of Europe will hear the victor's triumph. A "masterfully executed" grand tactical boargame with a 34"x44" period map. **$45.00**

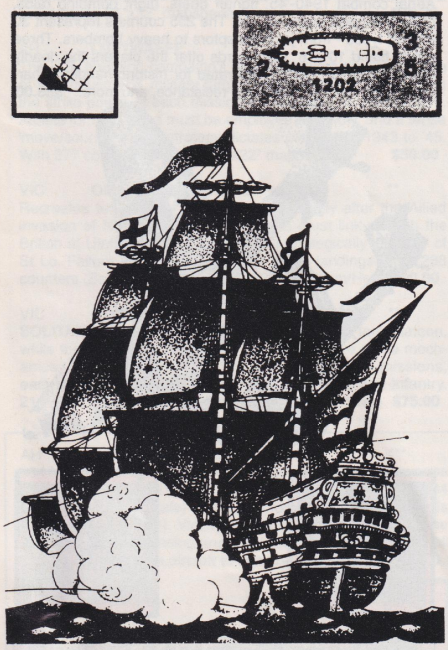
TSR **LA GRANDE ARMEE** ***
Recreates the campaigns in France, Central Europe & Russia during the ten year span of the French Empire. Includes 3 Grand Campaigns and smaller campaign scenarios. With strategic, political & diplomatic options, plus a unique combat system.2-4 players. 1200 counters/four 22"x34" maps. **$45.00**

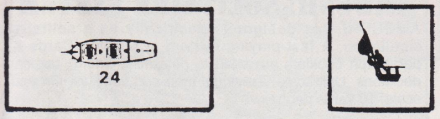
CAG **NAPOLEON AT LEIPZIG** • ***
A third, and more decisive, victory was needed in Germany or the shrinking French Empire would finally collapse. But Napoleon's many enemies sensed a weakness, and like wolves they stalked his loyal troops. Six days of grueling maneuver and bitter combat would decide the fate of Europe. 3 levels of rules complexity, with play options for 1 to 8 players. Components include 350 counters plus two 34"x22" maps. **$45.00**

CAG **THE EMPEROR RETURNS** • ***
Recreates the vital confrontation between the French Armee du Nord and troops of the 7th Coalition during mid 1815. The Anglo-Allies were steadfastly postioned around Waterloo, Napoleon's forces had to defeat them before the Prussians were able to join the fray. The game begins with the desperate maneuvering that historically led to the battle of Waterloo, players may however change the strategy and succeed where Napoleon failed. 240 counters and a 22"x34" map. **$45.00**

AH **WAR AND PEACE** **
1805-15: The Napoleonic wars, from the rugged mountains of Portugal to the bitter Russian steppes. Four 11"x16" mapboards, 1040 counters (representing 6 major & 19 minor powers), 9 scenarios, plus a multi-player campaign. Historically accurate game of grand strategy made easy. **$60.00**

TSR **WELLINGTON'S VICTORY** ***
A grand tactical simulation of the battle for Waterloo. Scale is at battalion and regiment level, with individual commanders and chits used to indicate various battlefield formations and combat styles. Contains four 22"x34" maps, and 2,000 counters. Can be played by two or three people. **$45.00**





AH **WOODEN SHIPS & IRON MEN** **
Naval warfare, 1776-1815. Players are able to create single ship duels or complex fleet engagements. Uses simultaneous hidden movement, plus a wealth of technically competent game-mechanics, to create a superb simulation of sea-borne battle during the age of fighting sail. With 27 scenarios, a 22"x28" mapboard and 180 counters. **$50.00**

# AMERICAN CIVIL WAR

TSR **A GLEAM OF BAYONETS** ***
September 1862, Robert E. Lee's Confederates face the wrath of the North at Antietam. Components include 1600 counters (Regimental & Battery scale) and two 22"x34" maps. A very strict and complex simulation of this epic clash of arms.**$60.00**

TGI **AUGUST FURY** • **
The 2nd Battle of Manassas - Lee's Army of Northern Virginia invades the North, but is cut in half by Union forces. The two 22"x28" maps allow for more structured, realistic maneuvers - victory will be the reward for skillful & bold play. Units that were historically too late to have an effect on the conflict are included as optional reinforcements. The rules employ a realistic command system, close combat movement, and five states of troop morale. 6 scenarios with 8 variants. 550 counters.**$55.00**

TSR **BLUE AND GREY** *
Four short (2-4 hour) games where the players aren't bludgeoned to distraction by labyrinthine rulebooks, rather the emphasis is on the careful use of fire & movement principles. Battles featured are Shiloh, Antietam, Cemetery Hill & Chickamauga - 4 major confrontations that had determined the war's ultimate victor. With four 22"x17" maps & 400 counters.**$45.00**

CAG **CAMPAIGNS OF ROBERT E. LEE** • ***
A strategic-operational simulation of the warfare in the eastern theater, where both the Union and Confederate capitals were situated. With 10 scenarios (from 1861 to 1865), 600 counters and a great 22"x34" map. Leaders are each rated for initiative, administrative and tactical combat abilities. Every conceivable unit is included - from observation balloons and partisan raiders, to river ironclads. A definitive historical study. **$60.00**

SDI **FIRST BLOOD** • ***
Recreates the 1st and 2nd battles of Manassas, both engagements were classic examples of surprise attacks & desperate delaying tactics. A wealth of period rules feature ammunition types, Brigade commitment, uniform confusion, and wounded commanders. With four 22"x34" maps plus 1200 counters. An ambitious, engrossing and challenging game. **$80.00**

SDI **GUNS OF CEDAR CREEK** • ***
The last major Shenandoah battle - in dense morning fog five Confederate Divisions drive away Northern forces encamped at Cedar Creek. These victorious troops then successfully engage the Union's Sixth Corps, but no clear victor is realised. Stubborn commanders rally their weary troops for a more decisive result. Regimental scale, with two 22"x34" maps & 600 counters. Complex, yet effective game mechanics.**$55.00**

GDW **HOUSE DIVIDED** 2nd Ed. *
Introductory level grand strategy game, covering 1861 to 1865. The fast playing rules have an emphasis on lines of communication & accumulative unit combat experience. With 160 counters and a 17"x22 " map. A classic beginner's simulation that is highly recommended for young players. **$55.00**

VIC **LEE Vs. GRANT** **
The tenacious wilderness campaign of 1864 - the Army of the Pontomac must capture Richmond from Lee's Army of North Viginia. To both forces, this city's strategic value was worth a veritable river of blood. With 520 counters, a 22"x32" map, 9 scenarios and 3 campaign games. **$50.00**

VIC **THE CIVIL WAR 1861-1865** ***
Covers the entire conflict, from marauding Indians to the Ironclad river engagements. 520 counters represent all the combat formations, their leaders & supply structure. With Two 22"x32" maps. Emphasis on command resources and leader initiative. Yearly scenarios or an entire campaign game.**$55.00**

TGI **THUNDER AT THE CROSSROADS** • **
A full treatment of the battle for Gettysburg. Comprehensive rules include close combat exploitation, extensive troop moral, combat straggling (which creates the ebb & flow of battle), visibility and leader quality. Two 22"x28" maps allow players to fully exploit the more subtle or brash aspects of maneuver. There are also a few hypothetical variants available for those who enjoy the "What if?" scenarios. With 560 counters.**$50.00**

# WORLD WAR ONE

GDW **BLUE MAX** *
Second edition, and the changes? - stunning box cover art plus new rules for altitude levels and damage spin-outs! The mechanics allow for fast 'n' furious dogfights between multiple players, with the option of campaigning for ace status. Has a rather bland 22"x28" map, 146 chits and 60 of the best aircraft counters I have ever seen! **$55.00**

AH **DIPLOMACY** *
Trust & treachery and bluff & backstabbing for 2-7 players, leading pre WWI European powers through the pain and power of international politics. No dice required! 112 plastic counters and a 22"x24" mapboard. A classic game now printed in Australia. Find out who your real friends are! **$35.00**

AH **GAMER'S GUIDE TO DIPLOMACY** **$10.00**
**DIPLOMACY PIECES** A full set of coloured plastic counters **$3.00**

AH **KNIGHTS OF THE AIR** **
Dogfights over the trenchlines, a superior aerial combat game for 1-6 aspiring pilots. An exciting game for aerobatic individual contests, or frenzied team brawls. 188 counters representing 20 aircraft types & a beautiful 22"x32" mapboard. **$90.00**

VIC **PAX BRITANNICA** ***
A 4-7 player game of empire building and global confrontation during the age of colonial expansionism. The Great Powers vie for wealth and esteem as they maneuver administrative or military assets to distant lands. Play involves astute resource investment & cunning diplomacy - but beware the spectre of world war. With 666 counters and two 22"x32" maps. **$60.00**

# WORLD WAR TWO

JED **AXIS & ALLIES** *
Global grand strategy for 2-5 players seeking both military and economic victory. Game mechanics feature weapons development, special forces, and area movement. 430 counters represent the air, sea & ground forces from 6 nations. Boxed set with a 20"x37" map. A quick, yet tense, game. **$20.00**

# ADVANCED SQUAD LEADER

Certainly the most realistic and historically detailed tactical WWII system available. A very high quality production that features intricate game mechanics - 2 minutes per game turn, 40 metres per hex, unit scale is a squad of 5-10 men (or a single vehicle, leader, support weapon) per counter. It is HIGHLY recommended that players familiarise themselves with **SQUAD LEADER** first!

AH **ADVANCED SQUAD LEADER RULES** ****
Rulebook ONLY - a sturdy 3-ring binder with an impressive dust cover. Inside are 176 pages of text with 8 valuable data cards. Featured chapters are - Basic Infantry Rules, Terrain, Ordnance + Offboard Artillery, Vehicles, and Design Your Own (with complete German & Soviet equipment notes). This is an outstanding production with superb graphics! With an introduction and index. **$75.00**

AH **ASL ANNUAL '90** •
Available July - with scenaros & gaming essays. **$20.00**

AH **BEYOND VALOR**
Contains an extensive German & Russian force pool. 2396 counters representing AFVs, soft-skinned vehicles, artillery, infantry support weapons, leaders, gun crews, regular & elite troops, game markers and more. With four 8"x22" mapboards (#20-23) and 10 scenarios. Top quality! **$90.00**

AH **CODE OF BUSHIDO** •
Banzai charges and kamikaze tank-hunters - AT LAST! Presents chapter G - rules for the Pacific theatre, and the Japanese additions for chapter H. The counter mix is pure rising-sun material, the mapboards are a tangled labyrinth of jungle and swamp. 8 scenarios. Due Aug-Sept. **$99.00**

AH **GUNG-HO!** •
More tropical mapboards, the remaining sections for chapter G, 8 scenarios, and an array of counters for the U.S. Marine Corps & Chinese nationalists. **TBA**

AH **HEDGEROW HELL**
Deluxe ASL module - contains 8 west-front scenarios and four 11"x26" wilderness mapboards, each with a 2.2" hex grid. The very large hexes eliminate on-board clutter, and allow for a more fluid game. . **$75.00**

AH **HOLLOW LEGIONS**
The Italian supplement. Components include two desert mapboards (#31 & 30), 652 counters (vehicles, weapons & troops), 8 multi-theater scenarios, and the relevant expansions for chapters H (12 pages) and N (4 pages). **$60.00**

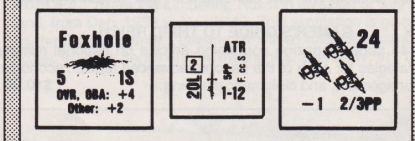
AH **PARATROOPER**
Introductory ASL - details small unit actions of the 82nd & 101st Airborne Divisions in Normandy. Contains ALL the necessary counters and markers (47B) for the 8 scenarios. Plus one (#24) mapboard and chapter K - a 24 page ASL primer! Note - players need mapboards #1 to #4. **$50.00**

AH **PARTISAN!**
Recreates determined guerrilla operations against German forces and their allies - from the mountains of Greece to Russian forests and the streets of Warsaw. With 260 counters (axis allied infantry & support weapons), two 8"x22" mapboards (#10 & #32) and 8 scenarios. **$40.00**

AH **RED BARRICADES**
This Historical Module features the vicious & terrible battles for a huge ordnance factory complex in Stalingrad. Includes Chapter O (rules clarifications, new urban terrain types & campaign mechanics), 478 counters, and two 31"x45" mapsheets (with 1 inch hexes). There are seven standard ASL scenarios and a huge Red Barricades campaign. **$60.00**

AH **STREETS OF FIRE**
Deluxe ASL module containing four 11"x26" urban mapboards (each with a large 2.2" hex grid) and 10 east-front scenarios. The big hexes make a welcome change.**$70.00**

AH **THE LAST HURRAH!**
The early years (1939 to '41) of WWII are recaptured with 8 challenging, and sometimes quirky, scenarios. With 2 mapboards (#33 plus a new #11) and 260 counters (containing Allied minor infantry & support weapons). **$40.00**




AH **WEST OF ALAMEIN**
1264 counters represent British vehicles, ordnance, support weapons and troops from 1939 to '45. Chapter F (18 pages) contains the rules for desert warfare, and British equipment is detailed for chapter H (28 pages). There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. **$99.00**

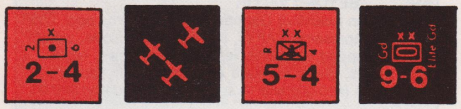
AH **YANKS**
Obviously this is the American expansion set, it has 1048 counters that offer the usual plethora of AFVs, equipment and grunts. There are also four 8"x22" mapboards (#16-19), 8 scenarios, chapter E (26 pages of 'miscellaneous' rules), and 18 pages of U.S. vehicle notes for chapter H. **$85.00**

**OTHER PROJECTS**
Future titles will feature three boxed sets: (A) the French order of battle with 8 early war scenarios. (B) the Axis and Allied Minor vehicles & guns. (C) another Historical Module.

JED **EUROPE AT WAR** *
1-4 players command the economic and military growth of a European power from 1941 to 1945. 282 counters and three 8"x22" mapboards. Includes naval elements, Japan's influence on Europe, the A-bomb & political options. **$20.00**

TSR **EUROPE AFLAME** **
A 2-4 player simulation of the European conflict. A nation's military might is constructed from infantry, mechanised, air & naval assets. Strategies are tested against units whose strengths are unknown until the moment of combat. Mechanics include area movement, partisans, para's, garrisons, and production. 21"x35" mapboard & 236 counters. **$65.00**

JED **FIELD MARSHAL** *
A well balanced hypothetical 'Classic-WWII' style conflict where each player's battlefield control is hindered or helped by 32 Situation cards (representing a higher command). The full spectrum of the air-land battle is included - marine, airborne, armor, infantry, artillery and aircraft elements. With 196 counters and three 8"x22" mapboards. Great value! **$20.00**




AH **HITLER'S WAR** **
The European & Mediterranean struggle. You decide war direction, production priorities and research. 520 counters, 16"x22" mapboard. A quick & colourful game, an ideal coffee-table sized simulation of European grand-strategy. This is an Avalon Hill re-print of a popular Metagame production. **$50.00**

AH **NAVAL WAR** *
An amusing 'beer & pretzels' game of large fleet confrontations. 3 to 6 players collect an array of multi-national warships to use against enemy flotillas. 162 cards represent a varied selection of warships, from the Yamato & Ark Royal, to lowly torpedo boats. Fast entertainment for old game hacks. **$25.00**

TSR **SNIPER!** **
Furious man-to-man combat set in the cruel battlefields of WWII, Korea, the 'Nam, and modern Europe. 600 counters represent individual men and weapons, two double-sided 22"x34" maps provide the terrain - rugged wilderness on one side, urban sprawl on the other (2 metres per hex!). With 8 scenarios. Not as difficult as SQUAD LEADER. **$50.00**

TSR **HETZER** **
Introduces rules for extended campaign play in SNIPER!, as well as the mechanics for close-combat vehicles. The 400 counters include seven nationalities and elite troops. 94 large templates provide a selection of AFVs, transports, and buildings. With two 33"x21" double-sided maps. **$40.00**

AH **SQUAD LEADER** ***
An award-winning, and still popular, tactical game of small-unit combat that spawned the monstrous ADVANCED SQUAD LEADER . 712 counters include weapons plus vehicles for German, Soviet & U.S. forces. Four 8"x22" mapboards feature urban & wilderness terrain. Comprehensive simulation. **$65.00**

AH **CROSS OF IRON** ****
An east-front expansion module for SQUAD LEADER that features a restructured armor and artillery system, as well as new troop types (ie: elite) and support weapons. There are 8 scenarios, an 8"x22" mapboard, and 1096 counters. **$60.00**

AH **CRESCENDO OF DOOM** - Reprint **TBA**
AH **GI: ANVIL OF VICTORY** - Reprint **TBA**

AH **THIRD REICH** 4TH Edition -****
An institution in grand-strategy simulations. A tense and challenging campaign of military domination in Europe and the Mediterranean. 2 to 6 players must boldly lead their nations through the turmoil & triumph of world history's darkest years - 1939 to 1945. With 550 counters & 22"x32" mapboard. **$60.00**

AH **GAMER'S GUIDE TO THIRD REICH**
A 48 page magazine containing articles on national military strategies for each of the nations, advanced tactics, economic management, and diplomatic planning. **$10.00**

AH **UP FRONT** **
Unique game of close combat in Europe that uses data cards to represent individual soldiers, heavy equipment & vehicles. Cards are also used to determine terrain type and to prompt various actions. With 322 cards and 304 counters. Based on the SQUAD LEADER mechanics, but a little easier. **$60.00**

AH **BANZAI** **
UP FRONT expansion set for tactical battles in the Pacific. Introduces English and Japanese forces. The new rules include mechanics for solitaire play. With 80 cards, 63 counters and 12 scenarios. An innovative game gets better. **$30.00**

AH **DESERT WAR** **
New UP FRONT rules for desert warfare. The 70 cards in this pack include French and Italian forces. With 63 counters and a number of scenarios. **$22.00**

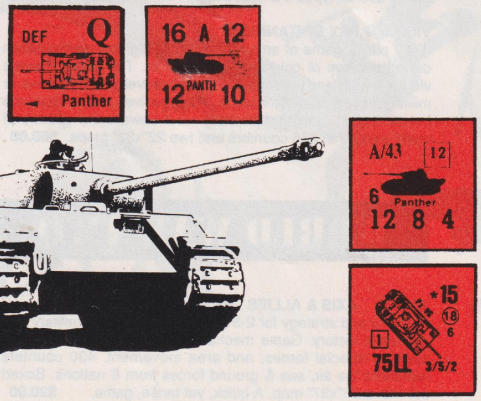
ADG **WORLD IN FLAMES** 5TH Edition ***
Award-winning Australian game that covers the entire war on two huge 28"X34" Pacific and European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea and air operations. 30 nationalities are represented in the 1000 counter mix. For 2-6 players **$55.00**

TSR • **WORLD WAR II** ***
Grand strategy for 2 to 5 players, covering the European and Mid Eastern theaters from 1939-'45. This second edition will feature more counters (the original mix had 800), new rules, and some colourful revised mapsheets. The mechanics are quite detailed, but not too complex. Due Sept. **$99.00**

# NORTH AFRICA

JED **THE AFRICAN CAMPAIGN** 2ND Edition *
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields, fortresses, and unit breakdown. With 168 counters and an 11"x32" mapboard. Players must risk their meagre forces for quick strategic gains, or suffer unwanted attrition against stubborn enemy defences. **$25.00**

WES **DESERT STEEL** ***
Another title in the Tank Leader series. The basic mechanics have been expanded to cover desert conditions, vehicle facing, combat engineers, and more. With 15 scenarios, plus two 17"x22" variable terrain maps and 480 counters. A streamlined card-activation system adds more chrome to an already comprehensive, yet very playable, system. **$65.00**




# WESTERN FRONT

AH **AIR FORCE** ***
Aerial combat 1940-'45: fighter duels, night bombing raids, ground support missions, etc. The 255 counters represent 30 aircraft types - from jet interceptors to heavy bombers. Three rather bland 10"x16" mapboards offer the players the deadly skies of Europe. Aircraft are rated for historic handling characteristics, firepower, damage resistance, and more. **$55.00**

## AMBUSH! SOLITAIRE SYSTEM

AMBUSH! was designed specifically as a solitaire simulation. A fast-playing system of Mission Cards & paragraph booklets are used to determine enemy tactical decisions. Unit scale: individual men and vehicles. Ground scale: 10 yards per hex.

VIC **AMBUSH!** **
Lead a squad of American troops on 8 missions through German-occupied France. With 218 counters & two 16"x22" maps. Specific objectives must be met by the player using a prudent selection of materials & careful planning. The solitaire mechanics control the opposition's reactions. **$60.00**

VIC **MOVE OUT!** Module 1
60 new Character & Vehicle cards plus 11 missions. **$30.00**

VIC **PURPLE HEART** Module 2
13 missions, two 16"x11" maps and a larger 16"x22" map, 108 counters and 60 new Character-Vehicle cards. **$55.00**

VIC **SILVER STAR** Module 3
70 new Character & Vehicle cards, 9 missions, two 16"x11" maps and a larger 16"x22" map, plus 108 counters. **$50.00**

AH **B-17 QUEEN OF THE SKIES** *
**SOLITAIRE** Pilot a lone B-17F over the flak-scarred skies of Germany. Each successful bombing mission allows the crew to gain valuable experience. But agile fighters and thunderous ground fire rake the heavens with increasing ferocity. With 88 counters & an 11"x16" mapboard. Campaign play involves surviving the hazards of 25 bombing missions. **$45.00**

GRD **BALKAN FRONT** • ****
**EUROPA** Reprint of 'Marita-Merkur' with modified maps & counters. Features the 1941 Axis campaign in Greece, Yugoslavia & Crete. Includes 'Second Front' edition Europa rules, two maps and over 800 counters. With bi-weekly turns. 16 miles per hex. Battalion, regiment & division sized units (plus individual ships or groups of 40 aircraft). Due Sept. **$60.00**

TSR **BATTLE OVER BRITAIN** ***
England's fate, and that of Europe, rests upon the skill and courage of its Air Force. Features three styles of play: strategic campaign, tactical combat simulator, and advanced operations. With two 22"x34" maps plus 800 counters and markers (uses squadron & gruppe formations). **$40.00**

TGI **BLOODY 110** • ***
Covers the first 2 days of combat for Bastogne's main arterial road between lead elements of the 2nd Panzer Division and the U.S. 1/110 Infantry Battalion. With two 22"x34" maps (125 yards per hex) & 800+ counters (infantry platoons/individual AFVs). Correct use of the combined-arms doctrine will ensure a lively contest. Includes a unique tactical morale system and a variable complexity Command-Control format. **$55.00**

TSR **COBRA** **
Recreates the Allied invasion of Hitler's European empire. Victory depends upon the courageous, desperate struggles of both attack & defence along the bloody Normandy beaches. The Allies must break-out from the peninsula fast, whilst the Germans ruthlessly try to stem the growing tide of enemy armour & men. With two 22"x33" maps, 400 counters. **$40.00**

GRD **FOR WHOM THE BELL TOLLS** • ****
**EUROPA** Complete simulation of the Spanish Civil War, 1936 to '39. Will feature the usual high Europa standards concerning historical accuracy and unit/map detail. This product will utilise the latest 'Second Front' edition rules, and should feature 900+ counters & 2 mapsheets. Due early '91. **$60.00**

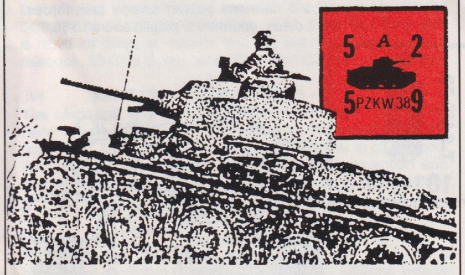
3W **HITLER'S LAST GAMBLE** ***
In a desperate bid to shatter the Allied advance and possibly gain the initiative, the Third Reich attempts to capture Antwerp by launching an unexpected offensive thru the heavily forested Ardennes in Belgium. This is a very comprehensive and authentic 'Bulge' simulation! The rules feature a wealth of optional material and exciting variants. With 800 counters & two detailed 21"x32" mapsheets. **$70.00**

AH **LUFTWAFFE** **
The U.S. bombing campaign's objectives were the destruction of key industrial & military targets. The Germans had to blunt the strike power of each mission with swarms of interceptors. Assets for both sides must be employed shrewdly, and a tense 'move/counter-move' strategy dictates play. From 1943 to '45. With 277 counters and three 8"x22" mapboards. **$50.00**

VIC **OMAHA BEACHHEAD** **
Recreates ten days of battle, starting directly after the Allied invasion of Normandy. The Americans must link-up with the British at Utah beach and capture the strategically vital city of St Lo. Failure would jeopardise the entire landings. With 288 counters (Battalion level) & a 22"x32" map (1km/Hex). **$50.00**

VIC **OPEN FIRE** **
**SOLITAIRE** The player commands an American tank platoon, while the hidden German foe is controlled by the game mechanics. Based on the AMBUSH! system. With six missions, each of which include enemy AFVs, AT guns, and infantry. 210 counters and a 22"x32" map (50 metres per hex). **$75.00**

AH **PANZER LEADER** ***
1944-1945 tactical combined-arms combat between swarms of Allied AFVs and the stoic German kampfgruppes. With 384 counters (platoon scale) and 4 geomorphic 8"x22" mapboards (250 metres per hex). Victory on the battlefield will only come with determined planning and the successful integration of all combat assets - from aircraft to infantry. 20 scenarios. **$55.00**



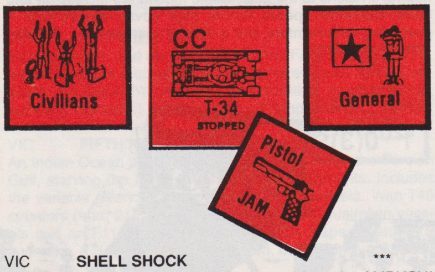

AH **PANZER LEADER 1940 VARIANT** ***
10 scenarios highlighting the tactical aspect of Germany's brilliant campaign in France. The British and French had superior AFVs, but their combined-arms expertise was inferior to German tactics. This simulation allows players to create a formidable combat team using the fledgling armored vehicles and infantry weapons of 1940. With 192 counters. **$18.00**

AH **PATTON'S BEST** **
**SOLITAIRE** A campaign game that follows the fortunes of a single Sherman through the Allied drive into France & Germany. The tank crew start out 'green' and, if they survive, become grizzled veterans - the mechanics utilise a similar format as 'B17'. With 218 counters, a 22"x24" mapboard & 17 tank-data cards representing Sherman development. **$60.00**

WES **R.A.F.** **
**SOLITAIRE** The Battle of Britain, the survival of a nation: one player controls the R.A.F. whilst the game system pilots the bombers & fighters of the Luftwaffe. Contains 160 counters and a 22" x34" map, plus 134 'Target', 'Event' & 'Force' cards. This is the best solitaire gaming system available on the market. Each game is difficult, and plays differently. **$55.00**

AH **RAID ON ST. NAZAIRE** **
**SOLITAIRE** Covers the daring British commando raid on a German-occupied French port. With 260 counters and an artistic 16"x33" mapboard. The mechanics allow for tense squad-level combat where certain objectives must be eleminated within a tight schedule. The player controls the raiders.**$60.00**

GRD **SECOND FRONT** • ****
**EUROPA** Still (!) in the play-test phase, so don't expect it before late '91. It will cover the Allied invasion of Italy and France, followed by the slow collapse of Hitler's empire. The maps should link up with those in FIRE IN THE EAST. **TBA**




VIC **SHELL SHOCK** ***
Two player game of close combat adapted from the AMBUSH! system. Before play the opponents build & equip their squads, and purchase Light or Heavy assets (from barbed wire to artillery support). There are 6 European scenarios, each of which change with every new game. With 5 maps, 540 counters & 120 cards. The mechanics include hidden defense, engineers, AFVs, mines, 'combat saavy', random events and fate.**$90.00**

AH **STORM OVER ARNHEM** *
700 British paratroopers vied for five bloody days with the Wehrmacht and SS for control of the Arnhem Bridge site. With 224 large counters (each represents 12 men or 2-3 vehicles) and a 22"x32" mapboard (1 inch = 100 feet). The game uses area movement & features constant player interaction. **$50.00**

AH **THUNDER AT CASSINO** **
Covers eleven ferocious days of the third battle for Cassino between the tenacious 1st Fallschirmjager & Commonwealth troops. The mechanics feature alternating fire or movement impulses that create an action-reaction sequence of phases. 478 counters & 22"x24" 'area movement' mapboard. **$60.00**

JED **THE WAR AT SEA** *
A great introductory game of the naval war between the British, German, Italian, and Russian fleets. 117 large counters represent individual vessels, while two 18"x12" mapboards cover the European and Mediterranean waters. Features very simple game mechanics, but more experienced gamers can enjoy the quite subtle, cunning tactics required to win. **$25.00**

# EASTERN FRONT

TSR **DRIVE ON STALINGRAD** **
Southern Russia, with its vast oil reserves and open steppes, was an ideal area of operations for the '42 German summer blitzkrieg-style offensive. This period was to be the watershed for the war - determining the fate of the Third Reich. Operational level game, 600 counters & two 22"x34" maps. **$45.00**

OME **EASTERN FRONT SOLITAIRE** **
**SOLITAIRE** Strategic campaign game that features unique area movement rules & variable unit strengths. The Germans units represent infantry armies, panzer corps and army group HQs. The Soviets (non-player) employ fronts, shock armies, tank armies and garrisons. A playable yet challenging simulation. With a 23"x31" map and 200 counters **$45.00**

CAG **EDELWEISS** • ***
The invasion of the Caucasus, '42. Two German armies race towards the petroleum works deep in south-east Russia before the Soviets can counter their drive with a winter offensive. This is a definitive East Front simulation that features excellent mechanics & detail. With several scenarios and a campaign game that includes options to the historic order of battle. 720 counters & four outstanding 22"x34" maps. **$60.00**

GRD **FIRE IN THE EAST** ****
**EUROPA** Operation Barbarossa, 1941-1942. Covers the problems of logistics, the air war, naval rules, the differing climate zones, and much more. 2500 counters and six 21"x27" maps. Magnificently detailed grand strategy game. Bi-weekly turns. 16 miles per hex. Battalion, regiment & division sized units (plus individual ships or groups of 40 aircraft). An incredible simulation for the truly dedicated gamer! **$140.00**

GRD **SCORCHED EARTH** ****
Barbarossa 1942-'44, expansion set for FIRE IN THE EAST. New rules, three new maps and 3840 (!) counters. A truly monstrous game of exquisite detail. **$149.00**

GRD **THE URALS** ****
Boxed expansion set for SCORCHED EARTH and FIRE IN THE EAST. With 4 new maps, revised rules, a '43 Kursk scenario, off-map charts, and complete O/Bs & O/As. **$45.00**

AH **PANZERBLITZ** **
From blitzkreig to bloody quagmire, the panzers of both Germany & Russia were the most decisive of their tactical weapons - they became the feared knights of the mechanical battlefield. With 352 counters (which includes infantry, AT guns & light vehicles) and four 8"x22" mapboards. A classic simulation that has withstood the test of time. **$60.00**

JED **RUSSIAN CAMPAIGN** Series II *
This simulation allows players to enjoy the desperate ebb and flow of strategic warfare in Russia without being encumbered by a plethora of rules. The award-winning mechanics capture the bold energy of Blitzkrieg and the chilling ferocity of winter warfare. With 252 counters and a 24"x22" mapboard. A very entertaining and hard-fought game - great value. **$25.00**

AH **RUSSIAN FRONT** **
Yet another epic clash between Hitler's eager, ruthless divisions and Stalin's fierce hordes. Includes basic, advanced and optional mechanics. Contains 3 scenarios plus the obligatory campaign. Covers the land, sea and air battles. Components include 518 counters and beautiful 32"x22" mapboard. **$60.00**

GDW **THE GREAT PATRIOTIC WAR** **
A fast-playing simulation of huge mechanised offensives and vicious winter counter-attacks on the bloody battlefields of the east. With 5 scenarios and a long campaign - from the drive on Moscow, to the fall of Berlin. Contains 240 counters & two 22"x16" maps. Plus a free introductory-level game! **$55.00**

AH **TURNING POINT: STALINGRAD** **
Uses semi-simultaneous movement to re-create the dazzling initial German breakthroughs which almost won this infamous city in the whirlwind opening days of battle, only to be turned back by valiant resistance from the last few defenders. Features a unique battalion-level combat system, variable day-night impulses, area movement and a high solitaire suitability. With a lavish 16"x44" mapboard and 394 counters. **$60.00**

AH **STALINGRAD EXPANSION KIT**
Contains 96 counters and 120 game markers. The units in this 'kit' are included in the original game's Order of Battle - yes folks, Avalon Hill wants more of your money! **$12.00**

CAG **THE LAST VICTORY** • ***
In early 1943 the Russians thundered towards Kharkov, and the Dneiper beyond. Army Group South was threatened with isolation. Hitler, fearing another Stalingrad, dispatched Manstein with an elite force of SS panzers and the Gross Deutchland division. Manstein's skill and cunning was reminiscent of earlier campaigns, and a German victory became a possibility Components include 1080 counters and four 17"x22" maps. The mechanics are historically accurate and detailed. **$50.00**

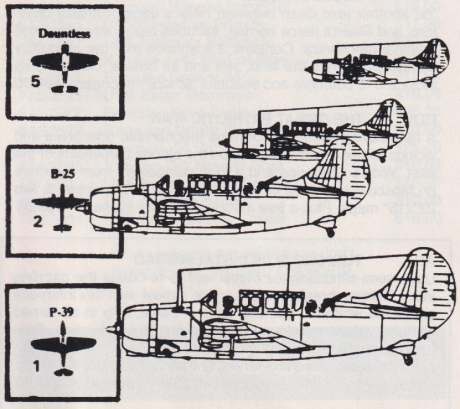
GRD **WINTER WAR** • **
**EUROPA** Covers the lumbering Russian invasion of wily Finland, from Dec. 1939 to March '40. This simulation is going to be the Europa primer - utilising simplified rules and standard scales to teach beginners the mechanics. Due early '91. **TBA**

# PACIFIC THEATRE

VIC **BATTLE HYMN** **
**SOLITAIRE** Man-to-man combat between the tenacious Japanese and nuggety American Marines. The mechanics allow the Japs to respond tactically to all player strategies in an 'intelligent' manner. With 17 scenarios, 218 counters, three maps (10 yards per hex), and 90 character-vehicle cards. Uses the same popular solitaire system as AMBUSH! **$70.00**

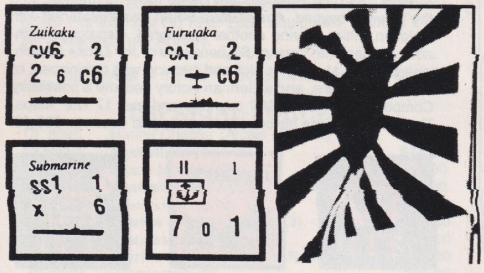
VIC **LEATHER NECK** **
BATTLE HYMN expansion set. With four comprehensive missions, new rules (plus errata), 60 new Character-Vehicle cards, 108 counters and two 8"x22" maps. **$45.00**

AH **FLAT TOP** ****
An exhaustive and tense simulation of the Solomon Sea naval battles in 1942. The hidden movement and aircraft endurance systems put immense pressure on the players - and mistakes are ruthlessly exploited as fleet Task Forces & carrier-borne aircraft probe the ocean for targets. With 5 scenarios, 1300 counters (some hypothetical) and a 28"x44" mapboard.**$65.00**




AH **MIDWAY** *
Midway was the the turning point in the Pacific war. With 3 levels of play. Uses a nail-biting hidden-movement system whereby players must send aircraft on 'Search & Destroy' missions to flush out enemy vessels. Contains 235 counters, a 14"x22" Search-board and a 14"x22" Battle-board. **$40.00**

VIC **PACIFIC WAR** ****
An epic campaign game of the Allied struggle against Japan, from 1941 to '45. Victory will depend on vast fleet engagements, furious island invasions and careful resource management. Features 2340 counters and two 22"x32" maps. This is a comprehensive simulation of bold strategic operations and fanatic defenses. A very serious historical analysis. **$99.00**




VIC ***TOKYO EXPRESS*** ***
**SOLITAIRE** A game of the desperate naval battles fought off Guadalcanal during nightfall in '42. The US player must select and employ task forces to hunt down Japanese merchants, but must be wary of prowling enemy warships. With 3 levels of complexity, a two-player game option, 676 counters, one 22"x32" map, 120 Gunnery cards, and log pads. **$70.00**

AH **VICTORY IN THE PACIFIC** *
A 'WAR AT SEA' style game set in the Pacific: 1941-'45. The mechanics are fast-flowing and entertaining, allowing players to concentrate on the vicious land, air & sea battles. Contains 318 large counters representing individual ships, army corps, bases, and air groups. Plus a 22"x28" mapboard. **$50.00**

# POST WORLD WAR II

WES **JUNTA** **
2-7 players compete for the coveted position of El Presidente of La Republic de los Bananas. The game features a rich cocktail of intrigue and power politics - with extravagant Swiss bank accounts, revolutions, coups, assassins, factions, and more. Players will need to bribe, beg & intimidate each other as they jostle desperately for ultimate power. Everything, from the church & media groups, can be used to gain an advantage over opponents. With a map, money, cards & counters.**$55.00**

AH **KREMLIN** **
3 to 6 devious players attempt the treacherous climb up to the political pinnacle of the Soviet Politburo. Power politics have never been so brutal yet humorous, as ambitious ministers lie, cheat & bully for the position of Party Chief. A paranoid respect for personal health (and a fear of Siberian salt mines) will keep everyone on edge, waiting for the sudden back-stab from a supposed comrade. A satirical boardgame. **$50.00**

AH **KREMLIN - REVOLUTION** *
Play starts with the 12th Party Congress of 1923. Contains 34 new Intrigue cards plus 26 historic personality cards. **$20.00**

VIC **THE KOREAN WAR** **
Operational-level simulation of the first year of the conflict. The North Korean invasion can be compromised by UN air-drops or an amphibious counter-invasion, but these in turn may unleash the Chinese hordes. Western firepower & guile is pitted against a numerically superior enemy. With 520 counters, two 22"x32" maps and 6 scenarios. **$60.00**

AH **PLATOON** *
An introductory level game set in the steamy, tangled jungle depths of Vietnam. Players must utilise squad-level tactics as their troops stalk the enemy. With 152 large counters (individual soldiers) and two 11"x14" mapboards. The easy to read rulebook includes weapons tech information. **$40.00**

GDW **RED EMPIRE** *
A card game that duplicates the cunning and treacherous contest for power in the Russian political hierarchy. Factions that include party, military & KGB leaders lust viciously after the General Secretary card. But the dreaded Regional Crisis cards can ruin any General Secretary's day, and even plunge the country into a maelstrom of social conflict. **$30.00**

GDW **TEST OF ARMS** **
Covers the many 'small', but vicious, wars that have engulfed the 3rd World since 1950 - from Korea, the Arab-Israeli wars, and the Iran-Iraq struggle, to Nicaragua. With 29 scenarios set in 11 international flash-points. Full air-ground intergration, with air-to-air combat and chemical weapons. Contains 480 counters and six 11"x16" maps. **$55.00**

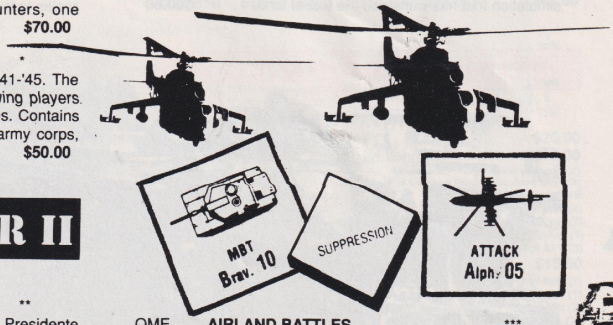
3W **TOMORROW THE WORLD** **
It is 1948, the world is divided between the victorious armies of Germany and Japan - now these two monolithic empires and their foreign legions prepare for the ultimate conquest: total global domination! The Axis & Imperial forces feature land, air, and naval assets. Optional rules provide for national rebellions & nuclear strikes. With 5 scenarios, 400 counters, a 22"x34" mapsheet plus an 8-page alternative history! **$50.00**

VIC **VIETNAM 1965-1975** ****
Total domination in this war would require both a military and political victory - the U.S. commanders had to contend with a wily enemy and the temperamental morality of the American population. Players require very carefull planning to win, as the game mechanics include these many difficulties that the combatants faced. 780 counters & two 22"x32" maps. **$50.00**

# WORLD WAR THREE

WES **AIR & ARMOR** ***
*Around Wurzburg a masive Soviet armoured drive is arrested* by a determined U.S. defense - artillery & helicopters pound the rear echelons of an attacking Soviet Guards Division while dug-in AFVs spray the leading T-80s with missile & cannon fire. With 10 scenarios, complex command-control rules, hidden formation strengths, 600 counters (company & regiment scale), and a 22"x34" map (1 mile per hex), chemical weapons, electronic warfare and military doctrines. **$55.00**

WES **AIR CAV** **
Tactical helicopter combat in Europe and the Mid East. Flights of sleek attack choppers hug the contours, waiting for the prowling scout unit to paint the enemy armour with its array of lasers. With 8 scenarios, 2 campaign games, 400 counters *and two 22"x34" maps. The counters represent individual helicopters and vehicles, or squad-sized infantry units.* Features the latest (and near-future) in military hardware. **$55.00**




OME **AIRLAND BATTLES** ***
An American forward deployed corps (and follow on reinforcements) is pitted against a Soviet combined arms army supplemented by a second echelon tank army. Units are at brigade or regiment scale with air, artillery, electronic, engineer, chemical, and missile support elements. Endeavors to simulate the coordination & sequencing of all combat assets. With 600 counters and a 21"x32" mapsheet. **$55.00**

GDW **AIR SUPERIORITY** **
A superb simulator of modern tactical aerial combat. The 240 counters represent 30 different aircraft types, from the F-104S Starfighter to the F-19A Stealth Fighter. Contains four 10"x15" maps, 30 scenarios (3 solitaire), and outstanding game mechanics. A very popular product, and understandably so! **$55.00**

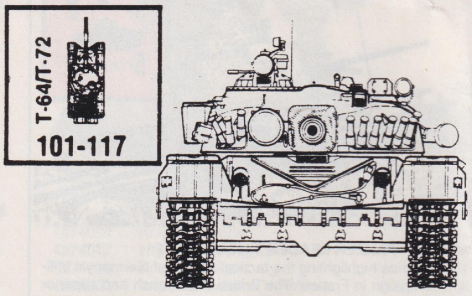
GDW **AIR STRIKE** **
A supplement for AIR SUPERIORITY that introduces air support & ground strike missions (bomb runs, tank-busting, and the like), speciality aircraft and anti-aircraft defense systems. With new rules, 480 counters (32 new aircraft & 38 AA types), six 10"x15" maps and 25 scenarios. **$55.00**

GDW **DESERT FALCONS** **
24 tense and explosive scenarios over the Middle East, the unforgiving proving ground of modern air combat tactics. Set from the 1950s to the 1980s. Includes optional & advanced rules, 120 counters, and 24 new aircraft Data Cards. **$18.00**

GDW **"... and kill MiGs!"** • **
1950-'75 scenarios featuring jet-fighter duels over the bloody battlefields of Korea and Vietnam. It seems that this boxed set can be played without AIR SUPERIORITY. Due Nov. **$55.00**

GDW **BATTLEFIELD: EUROPE** • **
Spotlights the many tactical conflicts that rage and thunder in a war-torn 1990's Europe - the scenarios are situated in a diverse selection of nations: Rumania, Hungary, Turkey, Germany, Greece, Poland, the Baltic States, etc. Uses the same award-winning system as TEAM YANKEE. Due Aug. **$50.00**

GDW **CAPTAIN'S EDITION HARPOON** *
Each ship is represented by an illustrated card, with data on offensive armaments, defense, electronics & movement. The mechanics are basic, but this allows the players to concentrate on strategy. Play is fast and attrition is high, as aircraft, missile salvos, subs & cannons pepper enemy task forces. With a 17"x22" map, cards, counters & plastic aircraft.**$60.00**



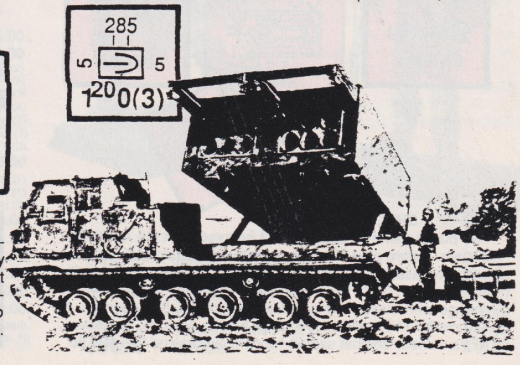

VIC **CENTRAL AMERICA** ***
South American Gun-ship diplomacy, from guerrilla incursions, covert & insurgency operations, to full military confrontations. This is a game of combined-arms conflict in rugged, sub-tropical terrain. With 780 counters (representing over 17 nations) and a huge 32"x22" map. Has 16 scenarios. **$70.00**

AH **FLIGHT LEADER** **
2 to 8 pilots engage in aerial dueling from 1950 Korea to the deadly airways over modern Europe. The rules allow for both solitaire dogfights & complex, multi-flight engagements. With fast-playing mechanics, 520 counters (featuring over 200 aircraft types) and an AMAZING 22"x32' mapboard **$70.00**

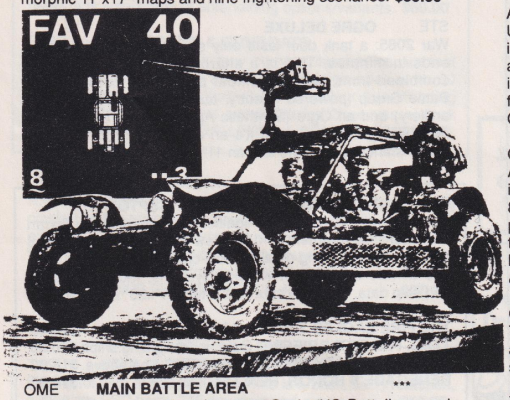
VIC **GULF STRIKE** 1988 2ND Edition ****
The battle for the Persian Gulf - plays at both operational and strategic level. Players must utilise land, sea & air assets into one multi-role force, as victory cannot be attained without this triphibious integrity. Contains 1040 counters (with units from *16 nations), four maps, and 7 scenarios.* ***$75.00***

TSR **HUNT FOR RED OCTOBER** **
The U.S. fleet must safeguard the vital sea supply link to war-torn Europe, whilst the Soviets try desperately to sever this important logistical route. This is a game of modern naval *combat between individual ships in the North Atlantic. It contains* a 21"x36" mapboard, 144 double-sided ship/sub counters, 160 smaller aircraft (etc.) counters, & 8 scenarios. **$65.00**

3W **LIGHT DIVISION** **
Iranian forces blockade the Strait of Hormuz, whilst their leaders initiate a savage terrorist campaign against America. The U.S. responds in kind by dispatching the RDF's airmobile & Marine divisions to the Gulf. Game mechanics include air and naval elements, special forces, plus Soviet intervention. 5 scenarios, 400 counters, and a 22"x34" mapsheet. **$50.00**



GDW **LAST BATTLE** **
Post Holocaust battles in a war-ravaged, & socially stagnant, Europe. A desperate, bloody struggle for survival between the remnants of once great armies. Rules include detailed vehicle damage, plus leadership & unit cohesion. With 302 counters (individual soldiers & vehicles), 64 vehicle cards, six geomorphic 11"x17" maps and nine frightening scenarios. **$55.00**

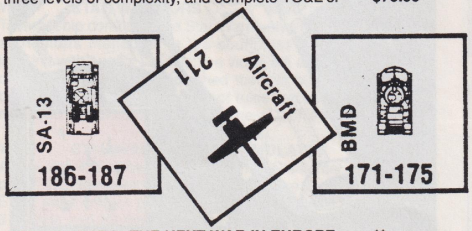



OME **MAIN BATTLE AREA** ***
Combined arms warfare between Soviet/US Battalions and regiments. Unit scale is at platoon/section level. With four stages of rules complexity that cover everything from thermal night sights & FASCAM minefields, to subordininate leader initiative. Contains 600 counters and a 21"x30" map. **$55.00**

3W **MODERN NAVAL BATTLES** *
A card game for 2 to 6 players, where fleets are created using vessels from America, England, France, and Russia. This is a fast-playing & entertaining tactical representation of seaborne combat using surface ships, subs & aircraft. Each unit is rated for guns, air assets, and AA defense. With a 4-page rulebook, 55 Ship Cards, and 120 Action Cards. **$35.00**

3W **MODERN NAVAL BATTLES II •** *
The campaign version of MODERN NAVAL BATTLES. Contains 110 new ship cards, 60 action cards including 8 new types, and 7 war zone displays that enable you to pit national fleets against one another. The emphasis is on action and enjoyment, with a myriad selection of strategy options. **$40.00**

AH **MBT** ***
A detailed, yet fast moving, squad-level game based on a near future conflict in Germany. 436 counters (utilising vehicle data cards) feature the latest APCs, AFVs, choppers, artillery units and aircraft from the US, USSR and Germany. Players create and deploy platoon, company & battalion sized formations. With four 8"x22" mapboards (100 meters per hex), three levels of complexity, and complete TO&E's. **$70.00**




VIC **NATO: THE NEXT WAR IN EUROPE** **
The massive Warsaw Pact army surges like a monolithic engine of the apocalypse into the heart of Western Europe and NATO's steel jaws. Only the flexibility of a mobile defense tempered with tactical air superiority can hope to arrest the Soviet's momentum. Still a good game, despite the improved political climate.With 390 counters, 22"x32" mapboard.**$40.00**

VIC **SIXTH FLEET** **
The first product in Victory's superb naval combat series. Covers surface and air operations in the conflict-scarred Mediterranean. A detailed yet quite playable system of sea-borne confrontations. 644 counters (representing 16 nationalities), plus two 22"x32" maps. With 14 scenarios. **$75.00**

VIC **2ND FLEET** **
Simulates tactical naval combat between individual ships, submarines and groups of aircraft in the North Atlantic. Has three levels of complexity. With 644 counters (from 7 nations) and two 22"x32" maps (46 miles per hex). **$70.00**

VIC **7TH FLEET** ***
Strategic naval and air operations in the Far East. With revised and updated mechanics, rather comprehensive but not unwieldy. Contains 740 counters (representing 11 nationalities, including Australia.) and three 22"x32" maps. Great! **$80.00**

VIC **FIFTH FLEET** ***
An Indian Ocean adventure: the Soviets blockade the Persian Gulf, starving the US & Allies of vital oil shipments. Includes the variable alliances of India, Iran, and Indonesia. With 740 counters (from 21 nations), which includes 5 Australian vessels and an F111 unit, plus three 22"x32" maps. Features 9 scenarios & 3 campaigns. Damn good, but expensive! **$80.00**

VIC **THIRD FLEET •** ***
Covers 3 zones of operation - the North Pacific, the volatile Caribbean, and the eastern Atlantic. Each unit in the game is carefully evaluated in 10 different areas of naval combat. Players face the task of protecting their forces from the devastating fire-power of modern naval weapons. Due Aug.**$70.00**

OME **RANGER** **
**SOLITAIRE** Modern patrolling in a jungle environment. Begins with mission allocation then planning, and concludes when the objectives are met, or the patrol is eliminated. 25 scenarios cover multi-role troop insertion, ambush, raid & recon operations. A realistic and rewarding simulation. **$50.00**

AH **TAC AIR** **
U.S. & West German forces must stem a Warsaw Pact invasion through the Hof Gap. This is a mobile combined arms air-land game. With 13 scenarios (from Brigade skirmishes to Divisional conflicts), 520 counters (battalions, aircraft flights & batteries), and a 32"x22" mapboard (1 mile/hex). Certainly this is one of the better WWIII simulations. **$70.00**

GDW **TEAM YANKEE** *
American and Soviet tank companies clash in Europe. Rules include artillery, chemical warfare, moral and air support. With 8 scenarios, 260 counters and four 13"x20" maps (100 yards per hex). Mechanics are designed for beginners, and stress the tactics of combined arms warfare. The Soviets have numbers & firepower, while the U.S. has the advantage of speed & technology - the players add strategies & leadership.**$60.00**

GDW **THE GATHERING STORM •** **
The fate of Europe, 1990-1999. France, Germany, Russia and a combined U.K.-U.S. force confront each other in a hi-tech struggle for the domination of the continent. Due Oct. **$70.00**

TSR **RED STORM RISING** **
The nightmare begins: Russian mechanised armies are unleashed upon the West. Massive armored spearheads are driven deep into Central Germany, NATO can do little but exhaust the enemy's strength against a mobile defense - the fate of the world hangs in the balance! Features ground and air elements from the US, USSR, UK, France, & West Germany. 21"x35" mapboard and 305 artistic counters. **$45.00**

SUP **SUPREMACY** *
Two to six megalomanic players each control a superpower whose inexhaustible avarice and political paranoia prompts it to seek global domination! Conquest is acheived thru a zesty blend of economic, political & military strategies - shrewd resource development can be just as damaging as a naval blockade. Rules are simple, thus restraining the luck factor. With a 30"x20" gameboard, a wad of high denomination notes, 65 Resource cards, various play aids, and a mass of plastic markers (for armies, fleets & nuclear strikes!). **$90.00**

SUP **RESOURCE DECK TWO**
Contains 65 cards that change the economic and strategic values of territories. Resources can now be located in unexpected areas, thus transforming global planning. **$20.00**

SUP **THE FIELD MARSHALL'S HANDBOOK**
An 84 page document containing questions & answers to basic play, variant game mechanics, guidelines to strategy & tactics, a two player system, and tournament rules. **$20.00**

SUP **WARLORDS & PIRATES OF THE NEUTRAL ZONES**
Neutral territories & seas now become the domain of militant regional forces. These powers accrue funds from players, and may purchase nukes & L-stars. Includes markers. **$20.00**

SUP **NEUTRON BOMBS & KILLER SATELLITES**
New, and much more powerful, strategic weapons that will directly affect a player's military posture & readiness. With 348 plastic markers - includes Solos & Spaceports. **$40.00**

SUP **THE MIDDLE POWERS**
Introduces 2 new superpowers - the federation of Australasia and the Dominion of Canarctica. Changes the global strategic balance & allows 2 more players. With 216 markers. **$30.00**

SUP **THE HIGH TECH EDGE #1**
New movement and combat features for conventional forces - armies & navies. Secret research/development can be used to enhance forces, or make money. With 80 cards. **$30.00**

SUP **THE HIGH TECH EDGE #2**
Increases the power/range of the strategic forces: nukes, L-stars, neutron bombs & killer sat's. These improvements can be used for military or financial gain. With 160 cards. **$40.00**

SUP **UNCONVENTIONAL FORCES**
Players can now use assassins, spies, saboteurs, and secret weapons to kill enemy leaders, steal top secret information, destroy an opponent's supplies/resources, or win wars.**$30.00**

SUP **FORTUNA**
Features new rules, and a card deck titled: 'News, Rumours or Acts of God' - these include nature's fury, labour strikes, money market upheavals, coups, tributes, plagues, etc**$30.00**

SUP **BOOMER SUBS •**
First product in the 'Miniatures of War' series, featuring fourty 58mm plastic submarine models and new rule additions. **TBA**

# SCIENCE FICTION

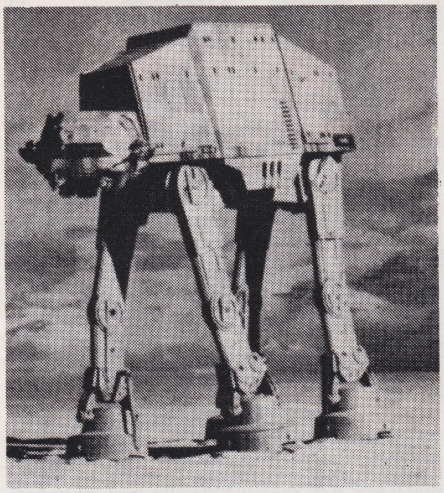
LEA **ALIENS** **
A 1 to 9 player adaptation of the movie: a tactical marine squad is sent to an outpost planet to confirm a 'Xenomorph' (bug-hunt!) report. The game has 3 deadly scenarios taken from the movie, and includes full colour, free standing counters and stat-cards of the aliens and characters. The rules are simple, but ferocious, and include solitaire mechanics. **$50.00**

LEA **ALIENS EXPANSION** **
Includes new rules (face huggers, backup weapons, etc) and scenarios, plus a 33"x17" map of the Alien Queen's labyrinthine nest - a maze of tunnels wherein lurk a veritable horde of terrifying beasties, all eager for some tasty marines! **$30.00**

LEA **THE COLONISTS' LAST STAND •** **
A gallant, and very desperate, defense of Hadley Station by terrified researchers, technicians & families. The aliens must be delayed until a Colonial Marines combat team arrives.**TBA**

IRO **ARMORED ASSAULT** ***
Tactical-level surface combat between ocean vessels, submarines, tracked AFVs, walkers, grav tanks, arillery, aerocraft, power armor infantry, and more. With three levels of complexity. Contains two rulebooks, 610 counters (including 130 full colour vehicle counters) and four 17"x22" maps (100 meters per hex). Can be used with the Space Master RPG. **$60.00**

IRO **ARMORED RESERVES •**
80 page compendium of new combat vehicles, naval vessels, power armour & aerocraft. With 160 colour counters. **$28.00**



WES **BATTLE FOR ENDOR** *
**SOLITAIRE:** Just like the movie - silly little furry critters, armed only with stone-age weaponry, manage to route an entire legion of Stormtroopers! The Rebels must shut down a generator that is fueling the Death Star's Energy Shield. With a 33"x22" mapsheet, 62 stand-up counters (heroes, Walkers, Speeder Bikes, Catapults, etc) and 42 illustrated cards.**$55.00**

## BATTLETECH

31st Century tactical combat. Five successor states vie for control of a war-torn galaxy, their main tool are Battlemechs - huge hi-tech weapon platforms bristling with an array of powerful armaments and piloted by the military's elite - men and women who are the new knights of the battlefield.

FAS **BATTLETECH 2nd Print.** **
Future war, conducted by awesome war-machines on the hostile terrain of alien planets. Battles are fought for water and the remnants of a lost technology. 48 colour 'Mech counters, 120 other counters, and two 22"x18" maps. The second printing contains the Battletech Manual. **$35.00**

FAS **CITYTECH** (needs **BATTLETECH MANUAL** to play!)
Urban combat rules for *BATTLETECH*. Introduces infantry and an array of futuristic conventional fighting vehicles. 256 full colour counters and two 22"x17" maps. No rules! **$25.00**

FAS **AEROTECH** (needs **BATTLETECH MANUAL** to play!)
Completes the futuristic battlefield by introducing atmospheric and orbital air combat using Aerospace fighters and Dropships. With 224 counters and a 22"x36" map. **$18.00**

FAS **BATTLETECH REINFORCEMENTS**
110 full-colour, back printed, heavy stock, 5.5cm 'Mech counters with stands. Includes game record sheets. **$40.00**

FAS **BATTLETECH REINFORCEMENTS II •**
Contains colour counters and record sheets for the 'Mechs featured in the Tech' Readout #3050. **$40.00**

FAS **BATTLEFORCE** **

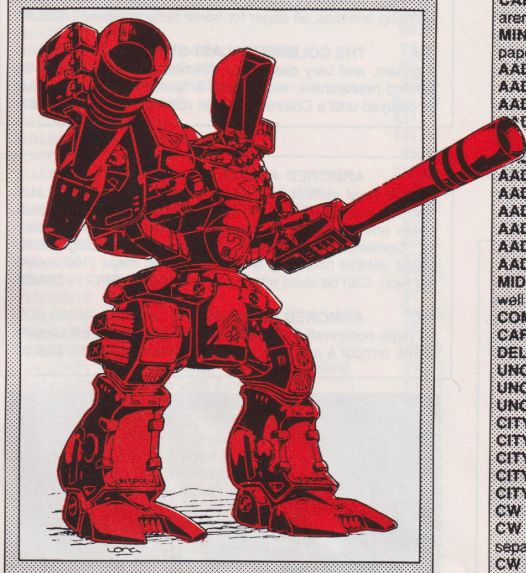
Covers small unit actions in the 31st Century. Future warfare with formations of AFVs, infantry, air support assets, artillery and the muched feared Battlemechs! Uses a system of hidden unit identity and multiple combat-ratings. With 450 counters (platoon/company level) and two 22"x34" maps. This is a complete game, not a supplement. **$60.00**

FAS **THE SUCCESSION WARS** **

Five powerful, and power-hungry, Successor States of the Star League fight four stellar campaigns for the position of Star Lord. Contains 480 counters (with 115 battletech Regiments), 48 Event cards, a wad of money and a 22"x34" map. This is a multi-player strategy game with bloody confrontations, mighty alliances, and terrible deceit! **$60.00**

FAS **BATTLETROOPS** **

A fast simulation of tactical small-unit actions in the urban environment. Two or more players engage in furious battles for the streets using individual soldiers, 'Mechs, vehicles and heavy weapons - here the once unstoppable 'Mechs become prey for smaller, faster predators! With four 22"x33" maps, 56 free-standing counters & over 200 markers. **$45.00**



## BATTLETECH SCENARIOS

**CRANSTON SNORD'S IRREGULARS** 14 scenarios **$18.00**
**THE GRAY DEATH LEGION** 15 scenarios **$18.00**
**SORENSON'S SABRES** 20 scenarios **$18.00**
**THE GALTOR CAMPAIGN** Between Davion & Kuria **$18.00**
**ROLLING THUNDER** 16 BATTLETECH scenarios **$18.00**
**THE KELL HOUNDS** 11 BATTLETECH scenarios **$15.00**
**MORE TALES OF THE BLACK WIDOW** • The feared mercenary leader Natasha Kerensky faces the Clan invaders **$18.00**
**THE BATTLE FOR TWYCROSS** • 15 scenarios **$18.00**

## BATTLETECH SUPPLEMENTS

**THE BATTLETECH COMPENDIUM** • Rule clarifications, new game mechanics, hard data on Star League/Clan technology, plus a system for miniatures & more.Due Aug **$28.00**
**BATTLETECH 20 YEAR UPDATE** The Inner Sphere has changed - new alliances rule the stars while bitter confrontations ruin worlds. It is the beginning of the Clan wars **$22.00**
**TECHNICAL READOUT #1 3025** Full game stats & tech data for 55 'Mechs plus smaller AFVs, aircraft, ect. **$25.00**
**TECHNICAL READOUT #2 3026** Details on infantry weapons, personal equipment, AFVs, surface ships, etc. **$25.00**
**TECH READOUT #3 2750** Earlier 'Mechs, aircraft, tanks, hovercraft, personal equipment & starships. **$25.00**
**TECH READOUT #4 3050** • Tech information on the Clan invader's equipment, and the desperate Inner Sphere **$25.00**
**BATTLETECH MAP SET** Six 22"x18" maps **$40.00**
**DROPSHIPS AND JUMPSHIPS** A wealth of historical & statistical detail on the deep-space/orbital transports. **$30.00**
**THE BATTLETECH MANUAL** A complete source of the rules from BATTLETECH, CITYTECH & AEROTECH **$15.00**
**CAMO SPECS** Regimental painting guide. **$12.00**
**PLASTECH** Sixteen 1/300th scale plastic 'Mechs - an ideal scale for use on the BATTLETECH map sets. **$27.00**
See **MECHWARRIOR** (in Role-Playing section) for more.

## BATTLETECH NOVELS

**THE SPIDER & THE WOLF** Graphic Novel with 2 scenarios and a messy bar-room brawl boardgame! **$8.00**
**MERCENARY'S STAR** **$10.00**
THE PRICE OF GLORY $10.00
**WARRIOR: EN GARDE** **$10.00**
WARRIOR: RIPOSTE $10.00
**WARRIOR: COUPE** **$10.00**
HEIR TO THE DRAGON $10.00
**LETHAL HERITAGE** Blood of Kerensky **$10.00**
**BLOOD LEGACY** • Blood of Kerensky (due Sept.) $15.00

TSR **BUG HUNTER (SNIPER!)** **

When Predators attack an isolated planet outpost or board a starship, it's up to the Frontier Tactical Service to hunt them down! This is man-to-alien tactical combat with 400 counters, and nine 16"x10" ship and Outpost maps. Rules include hostile atmospheres, Predator swarms, vehicles, probes, multiple weapons, Predator powers, and much more. **$33.00**

# CAR WARS

STE **CAR WARS DELUXE** **

Automobile combat on the freeways in the year 2040. Players design armored and armed vehicles, then employ them to wreak havoc and bloody vengeance on the road. With 300 colour counters, 1 city map, 1 truck stop & 6 road maps. Includes pedestrians, trucks and motorbikes. **$55.00**

STE **BOAT WARS** **

Mayhem on the waterways - rules for movement, combat & construction of boats, hovercraft and aquabikes. With four 21"x32" maps, templates, turning keys, and 100+ colour counters. Includes sharks and other aquatic menaces, plus nifty Uncle Al gadgets (like explosive duck decoys! **$40.00**

## CAR WARS SUPPLEMENTS

STE **AERODUEL** • Air Wars - due Aug.. **$40.00**
STE **CAR WARS TANKS** • I think the title is rather self-explanatory... boxed - due Nov. (?) **$40.00**
**CAR WARS COMPENDIUM II** • A collection of revised, and enhanced, rules from all the Car Wars supplements. Includes a collection of Uncle Al's catalogue material. **$35.00**
**CAR WARS ARENA BOOK** Features 3 HUGE autoduel arenas. Also contains new rules plus counters. **$18.00**
**MINI CAR WARS** Cute little introductory game with 17 paper counters and some tiny maps. **$2.00**
**AADA VEHICLE GUIDE** Weapons & vehicle data. **$14.00**
**AADA VEHICLE GUIDE #2** 130 new vehicles. **$12.00**
**AADA VEHICLE GUIDE #2 COUNTERS** **$10.00**
**AADA VEHICLE GUIDE #3** • 78 new vehicle designs - from Division 5 to Division 100+. Includes counters. **$25.00**
**AADA ROAD ATLAS: THE WEST COAST** **$15.00**
**AADA ROAD ATLAS: THE EAST COAST** **$15.00**
**AADA ROAD ATLAS: THE SOUTH** **$15.00**
**AADA ROAD ATLAS: AUSTRALIA** **$15.00**
**AADA ROAD ATLAS: THE MIDWEST** **$15.00**
**AADA ROAD ATLAS: THE FREE OIL STATES** **$15.00**
**AADA ROAD ATLAS: THE MOUNTAIN WEST** **$15.00**
**MIDVILLE** A small town with a big reputation for violence & well armed pedestrians. With four 21"x32" maps. **$35.00**
**COMBAT SHOWCASE** 103 new Vehicle designs. **$11.00**
**CAR WARS MAPSHEETS** Five 21"x32" maps. **$12.00**
**DELUXE REFERENCE SCREEN** vehicle design **$12.00**
**UNCLE ALBERT'S 2035 CATALOGUE** Illustrated. **$12.00**
**UNCLE ALBERT'S 2036** More mayhem for your money. **$12.00**
**UNCLE ALBERT'S 2039** For Car Wars & Boat Wars **$12.00**
**CITY BLOCKS 1** 32 geomorphic color city sections **$25.00**
**CITY BLOCKS 2** 32 extra 8"x8" city blocks. **$15.00**
**CITY BLOCKS 3** 32 geomorphic Arena sections **$15.00**
**CITY BLOCKS 4** 26 Arena sections & 3D ramps ect **$15.00**
**CITY BLOCKS 5** 32 21"x32" geomorphic cityblocks **$15.00**
**CW EXP. SET #4** 2 21"x32" Autoduel Arena maps **$13.00**
**CW EXP. SET #5** Two 21"x32" maps to build two new, separate arenas and 48 new car counters. **$10.00**
**CW EXP. SET #6** 156 black-and-white counters. **$9.50**
**CW EXP. SET #7** Off-road duelling rules. 30 counters and two 21"x32" colour wilderness maps. **$12.00**
**CW EXP. SET #8** Introducing Helicopters: 19 counters and two new 21"x32" colour maps. **$13.00**
**CW EXP. SET #9** A HUGE arena map. **$13.00**
**CW EXP. SET #10** A handy, deluxe Wheelie for instant speed/handling-class data, plus 208 counters. **$13.00**
STE **MEAN STREETS** • Solo action adventure **$20.00**
STE **MUSKOGEE MAYHEM** A monster duelling track that has homicidal hitchhikers, cycle gangs, killer clowns & more! With 88 colour counters & four 21"x32" maps. **$35.00**

WES **ESCAPE FROM THE DEATHSTAR** *

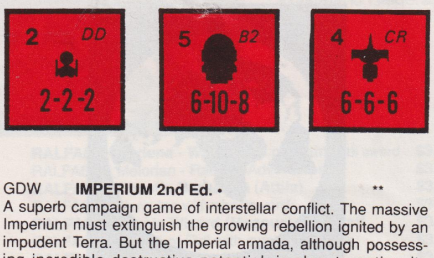
A handful of ersatz heroes find themselves deep within the steel bowels of the Death Star - a massive siege platform the size of a small moon. They come to a consensus that they must (A) try to sneak back to their ship and escape, (B) blast the crap out of every Stormtrooper they can spot, and (C) run like hell if Darth Vader makes any guest appearances! The game can be played solitaire or with several people. **$55.00**

TAS **FEDERATION & EMPIRE (DELUXE)** ***

Second Edition: Creates the entire Galactic war between the Coalition (Klingon, Lyran & Romulan) and the Alliance (Federation, Kzinti, Hydran & Gorn). This is a huge galaxy-spanning campaign of bold military conquest and shrewd economic growth. With new rules, multiple scenarios, 1512 counters, two 19"x23" maps and an 80 page rule/scenario book. For 2 to 8 players. Quite comprehensive. **$99.00**

STE **ILLUMINATI (DELUXE)** *

2-6 players scheme and fight for ultimate control of the world, using, abusing and destroying as many strange organisations and weird institutions as possible as they scramble for power and influence! Stealth and guile are the key stratagem in this furious cardgame. Ideal for an entertaining evening of total mayhem with friends. 108 cards & 168 money chits. **$45.00**




GDW **IMPERIUM 2nd Ed.** • **

A superb campaign game of interstellar conflict. The massive Imperium must extinguish the growing rebellion ignited by an impudent Terra. But the Imperial armada, although possessing incredible destructive potential, is slow to gather its strength. Terra however, is an agile and fierce opponent which knows that victory must be quickly sought. Includes a 17"x22" mapboard and 350 starship & troop counters. **$60.00**

AH **MERCHANT OF VENUS** *

1 to 6 daring galactic merchants set forth on an odyssey of travel and trade.This is an entertaining game of exploration, discovery & greed as players race across the void to meet strange life-forms and rip them off! Optional rules introduce such niceties as piracy, armoured transports, and more. With 392 counters, 58 cards and a 24"x22" mapboard. **$60.00**

STE **OGRE DELUXE** *

War 2085: a tank duel lasts only seconds, an entire battle ends in minutes. This is a sharp system of squad-level combined-arms tactical combat between a conventional Battle Group (powered infantry, tanks, hovercraft & missile artillery) and an Ogre (Synthetic Aggressor - a huge cybernetic killing-machine), and it's an even match! With 79 full colour stand-up counters and an 11"x17" mapboard. **$40.00**

FAS **RENEGADE LEGION: INTERCEPTOR** **

The Commonwealth's battle against the tyranny of the Terran Over-Lord Government and its New Rome empire. Tactical starship combat using detailed 'flow-chart' style damage rules and a wide selection of weapon systems. Includes history and ship data. With 156 counters & two 21"x35" maps **$60.00**

**THE FIRE EAGLES** Contains 15 scenarios. **$15.00**
**T.O.G. FIGHTER BRIEFING** Data on 20 fighting ships. **$18.00**
**COMMONWEALTH FIGHTER BRIEFING** See above. **$18.00**
**RENEGADE'S HONOR** REN. LEGION novel **$10.00**

FAS **RENEGADE LEGION: LEVIATHAN** **

Can be played alone, or in conjunction with INTERCEPTOR Introduces tactical combat between the awesome kilometer-long Capital Ships and the smaller fleet support vessels. Includes new rules, comprehensive damage forms, two 22"x34" maps, 22 3D counters & 320 standard counters. **$60.00**

**LEVIATHAN CAPITAL SHIP BRIEFING** Information on 55 battleships, cruisers, frigates and interceptor carriers. **$25.00**
**THE WAKE OF THE KRAKEN** 15 scenarios **$18.00**

FAS **RENEGADE LEGION: CIRCUS IMPERIUM** **

A multi-player race where the quest for victory is superseded by a fanatical desire to survive. Players must pilot anti-grav chariots around a oval track - this seemingly simple manoeuvre is made harrowing by the use of fierce carnivorous beasts as chariot propulsion, and with roaming psychopathic gladiators. 120 cards/68 counters/two 35"x22" arena maps **$40.00**

FAS **RENEGADE LEGION: CENTURION** **

Tactical surface combat 6830AD: GravTanks, Bounce Infantry, Hell Rounds, Thor Anti-Tank Satallites, and CAS. A game of the highly mobile air-land battles in the high-tech future. Uses a detailed 'flow-chart' style damage system and features excellent vehicle designs. 333 counters and two double-sided 21"x34" maps. Can be used with INTERCEPTOR. **$60.00**

**HARBINGERS OF DEATH** 11 scenarios. **$18.00**
**THE 2ND ARMORED CAVALRY REGIMENT** **$18.00**
**CENTURION VEHICLE BRIEFING** Hard data on 50 new military vehicles for CENTURION. Illustrated. **$22.00**

IRO **SILENT DEATH - METAL EXPRESS** **

A fuedal galactic empire, utilising the cutting edge of its offensive technolgy, is propelled into a brutal, internal political war. The rules advocate a quick and uncluttered game, allowing players to quickly get down to the business of blowing the crap out each other! Includes a 42"x47" map, 180 colour counters, 18 superb metal miniatures, four levels of rule complexity, and campaign play options. **$80.00**

**METAL EXPRESS MINIATURES - $10.00** per pack

| | |
|---|---|
| IRO901 Spirit Rider (3) | IRO902 Thunder Bird (2) |
| **IRO903 Night Hawk (2)** | **IRO904 Seraph (2)** |
| IRO905 Salamander (2) | IRO906 Epping Gunboat (2) |
| **IRO907 Teal Hawk** | **IRO908 Sorensen III** |
| IRO909 Revenge | IRO910 Pharsii II |
| **IRO911 Pit Viper** | **IRO912 Shyrak Shuttle** |

GDW **SKY GALLEONS OF MARS** **
Aerial combat between the wooden cloud-fleets of the Martian Princes and the steel gunboats of the Royal Navy. Features 15 plastic miniatures, 56 counters, and two 22"x28" maps. The game mechanics are fast playing, and include background detail plus a selection of entertaining options/variants. **$60.00**

GDW **CLOUDSHIPS & GUNBOATS** **
This boxed set includes new combat mechanics, variant weapons, complete ship construction-design rules (with 30 new vessels plus record forms), 60 full-colour free-standing 25mm cardboard characters and 6 detailed 25mm vessel deck plans! For use with SKY GALLEONS & SPACE 1889 **$40.00**

GDW **STAR CRUISER** **
A detailed game of starship development and tactical space combat by the major Earth powers of 2300AD. With 168 counters, two 31"x22" maps & status sheets for 36 different vessels: from potent battle-cruisers to lowly transports. Fully compatible as a combat simulator for the 2300AD RPG **$50.00**
GDW **SHIPS OF THE FRENCH ARM** **$27.00**

TAS **STAR FLEET BATTLES BASIC SET •** ***
Boxed set with a 220 page (and this is a basic set?) rulebook, a 48 page SSD book, 216 counters and a map. **$55.00**

TAS **ADVANCED MISSIONS •**
Another boxed set, this one contains a 160 page rulebook, a 144 page SSD book, and 216 counters. Due Aug. **$55.00**
TAS **CAPTAIN'S RULEBOOK •** ***
A 3-ring binder containing all the SFB's rules. Due Aug. **TBA**
TAS **MODULE C1 - NEW WORLDS I •**
Introduces the Lyrans, Hydrans & Wyn. With a 36 page rulebook, 64 page SSD book and 108 counters. Due Sept.**$28.00**
TAS **MODULE C2 - NEW WORLDS II •**
Here come the Andromedan, ISC & Neo-Tholian forces. With 48 pg rulebook, SSD book & 108 counters. Due Oct. **$28.00**

Future products will include the **R1-R4** series of revised SSD-Reinforcement books separated by racial types, and the **J1-K1** modules coveringfighter/ pseudo-fighter vessel data.

GDW **STEAM WARS •** **
19th century tactical combat that includes land juggernauts, aerial fliers, steam battleships, battle tripods, and more! Real pulp science-fiction conflict - sounds great. Due Sept. **$60.00**

IRO **STAR STRIKE** ***
Simulates deep-space tactical battles involving any number of combat vessels. Dogfight with small but lethal SMAC fighters, or deploy Line Cruisers to slug it out with a vast Dreadnought! 3 levels of play, plus an array of optional & full ship construction rules. 370 full-colur counters & six 22"x17" maps. **$55.00**

WES **STAR WARRIORS** **
Tactical ship combat in the Star Wars universe. Sleek & deadly starfighters maneuver in the soundless void, desperately jousting with enemy vessels; the victor will endure yet another day of terror, for the vanquished there is but the frozen embrace of vacuum. With 3 levels of rules complexity, a 22"x34" map, and 80 colour counters. Go chew Darth's ass! **$45.00**

WES **STAR WARS COMBAT SIMULATOR**
A two-player duel between an X-Wing Starfighter and an Imperial TIE Interceptor using two 240-page illustrated books. Every page in each gamebook allows a player to choose from 3 speeds and 22 maneuvers, plus gives a pilot's eye view of all the action from the cockpit. A very fast and highly entertaining system of futuristic dog-fighting. **$45.00**

# FANTASY

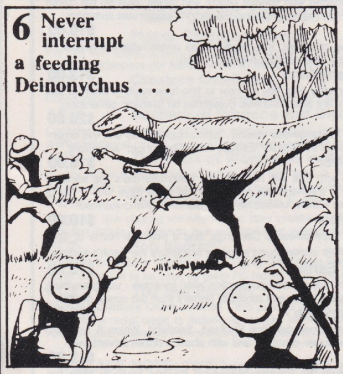
CHA **ARKHAM HORROR** *
1-8 fearless (but stupid) investigators try to save Arkham from an invasion of H.P. Lovecraft's loathsome Cthulhu creations. With 99 assorted cards, 50 monstrous counters, 56 bank notes, 2 Arkham gazettes and a 17"x22" map. Players have to work together in a tense battle against time. **$40.00**

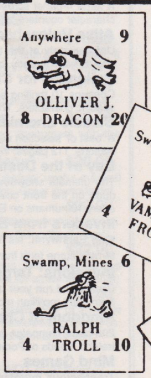
GAM **BLOOD BOWL II** **
Second edition. Multi-racial teams fight for victory, either as a competitive 'touch-down' score or as a decent body count! With a 28"x16" polystyrene playing field, thirty-two 25mm miniatures, markers, templates, a player's handbook, and lots more! A big game, with big components & a big price! **$90.00**

GAM **BLOOD BOWL STAR PLAYERS** **
Rules, stats & profiles for 48 Star Players, racial teams, new Monsters and more! With illustrations & colour photos. **$40.00**

GAM **DUNGEONBOWL!** **
*BLOOD BOWL* played in a dungeon! Players (Dwarven or Elven) move about using Teleporters, each searching for the ball hidden in one of the many trapped chests that lie scattered through-out the maze. Includes 32 plastic 25mm miniatures, plus sturdy laminated tiles and counters. **$60.00**

TSR **BEST OF DRAGON MAGAZINE GAMES** **
**Baton Races of Yaz** - two teams of strange beasties dash madly about an alien swamp, trying to break all the 'bulges' (?)
**File 13** - a game that simulates the action-packed world of game companies and game designers. A great parody.
**King's Table** - an ancient strategy game that utilises variable length gameboards and a variable number of playing pieces.
**Search for the Emperor's Treasure** - an exciting trek thru the lands of Baldan. fighting monsters and exploring for treasures.
**Ringside** - a 2 player, entertaining & unusual game of boxing.
**Food Fight** - "All the flavour of cafeteria combat", a multi-player brawl where the object is to stay clean. **$35.00**




AH **DINOSAURS OF THE LOST WORLDS** *
1 to 4 intrepid explorers are marooned on an Amazonian plateau where prehistoric creatures still survive! This is an entertaining game of discovery and dinosaur bashing, with a 16"x22" jungle mapboard, 60 cards, 65 colour counters and 15 great illustrated scenarios. Avalon Hill's only successful family-style game - recommended for a change of pace. **$40.00**

TSR **DUNGEON! •** *
Second edition. Individual adventurers, notched swords in hand or potent spells carefully memorised, explore the monster infested catacombs of the wilderness in search of vast treasures or mighty artifacts. This is a simple game for 1 to 12 players. With a 21"x35" mapboard, 250 illustrated cards (for characters, monsters, treasures & spells), and six plastic miniatures. An entertaining romp in the fetid underworld. **$45.00**

RAL **DUNGEON! MINIATURES**
Contains ten high quality Ral Partha character miniatures plus bases and 14 new spell cards (Telekinesis & Illusion). **$25.00**

GAM **DUNGEONQUEST** *
1 to 4 adventurers must find the dragon's hoard in the eerie subterranean ruins of Dragonfire castle before nightfall - for no amount of wealth can compensate for a violent death! Includes 115 colour room tiles, 68 monster counters, 174 cards for beasties, traps & treasures and a 23"x22" mapboard. **$60.00**

GAM **HEROES FOR DUNGEONQUEST**
A boxed set featuring 12 metal miniatures, 12 character sheets, 43 new game cards and 3 plastic tokens. **$40.00**

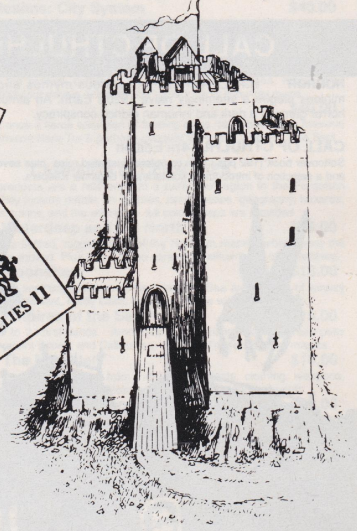
GAM **DUNGEONQUEST CATACOMBS** *
Adds an underground level to Dragonfire castle, thus players may venture into the dungeons in a bid to find a quicker (albeit deadlier) passage to the dragon's treasure. With 71 new cards, 25 new tiles, and 32 new counters. **$30.00**

GAM (ADVANCED) **HEROQUEST** **
A blend of fast-paced boardgame action and richly detailed roleplaying adventure. Players create characters and send them into dank labryinths and haunted temples in search of wealth & dreaded chaos. Characters improve in skills and gain magical artifacts with which to better prepare them for darker challenges. Based in the Warhammer universe. With 63 sturdy tiles, 77 markers and 36 plastic figures. **$90.00**

IRO **KING ARTHUR** **
A rich solo or multi-player fantasy adventure set in mythical England. Questing Knight errants go in search of honor, power, and strength - for when King Arthur falls the heir to his kingdom must win the bitter civil war that will surely follow. With 352 counters (knights/followers/estates/equipment, etc), 126 Quest/Fortune cards, and a 24"x22" mapboard **.$50.00**

AH **MAGIC REALM** ***
16 very detailed heroic characters are sent on a perilous, grandiose quest for glory and riches in a vast magical world. Includes 20 land tiles, 121 cards and 476 counters. This is the closest a Fantasy boardgame gets to a Role Playing game. With complex magic and combat mechanics. **$50.00**

TSR **MERTWIG'S MAZE** **
2-9 players lead a party of adventurers thru the wilderness in search of treasure, and a chance to inherit the throne. A great fun monster-bashing game that was designed as a tutorial for DUNGEONS & DRAGONS. With 196 cards (for characters, NPCs, monsters, weapons & treasure), eight 11"x8" Adventure Area maps and a 25"x21" wilderness/town map. **$28.00**



IRO **SORCERER KING** **
A fierce battle between 6 kingdoms; the victor will rule all the land, and inherit the power of the ancients. But the glorious path to power is somewhat strewn with hazards: chaos beasties & the warrior knights of the other players. Great combat mechanics, with magic, character advancement, ect. **$50.00**

GAM **TALISMAN** *
2 to 6 adventurers travel a magical world in search of the Crown of Command. Along the way they will collect a wealth of treasure, attract loyal followers, purchase better equipment, win priceless magic items & suffer horrendous wounds from a plethora of ferocious beasties! With 182 colour cards and a beautiful map. A very entertaining quest game. **$30.00**

GAM **TALISMAN: THE ADVENTURE**
56 extra cards - more Spells, Monsters, Spirits, Strangers, Places, Equipment, Magic Objects, Followers, Events and 6 new Characters. Plus 6 large colour character sheets and 6 cards for alternative game endings (both nasty & fun). **$20.00**

GAM **TALISMAN EXPANSION SET**
70 new colour cards (including 14 new Characters). **$20.00**

GAM **TALISMAN: THE DUNGEON**
Now players, in their quest for ultimate victory, can enter the errie subterranean depths of the TALISMAN land. Features 54 colour cards (with 14 new characters and many new dungeon-dwelling beasties!) and a 11"x16" mapboard. **$30.00**

GAM **TALISMAN: TIMESCAPE**
A parallel alien world based on the WARHAMMER 40,000 Universe! Introduces new Science-Fiction characters, hi-tech treasures, galactic followers, and hideously nasty star-spawned creatures that like nothing better than to feast upon the torn flesh of foolhardy adventurers! Also contains 62 colour cards (8 new characters) and a mapboard. **$30.00**

GAM **TALISMAN CITY**
Features a map depicting an extension of the Talisman city as seen on the original boardgame. This new area includes streets lined with shops, tavens and other buildings. There are six new characters as well as illustrated cards for encounters, spells, purchases, warrants, etc. **$35.00**

TSR **THE GREAT KHAN GAME** **
A multiple-player game of diplomatic double-dealing, political intrigue and military clashes in a whimsical fantasy world. Only those who can connive against, manipulate and coerce the other players (ie: a real bastard!) will have a chance of creating his/her very own empire! With an 11"x17" map, 120 counters, and 160 illustrated cards. Fast 'n' fun game. **$35.00**

AH **TITAN** **
2 to 6 Titans march against each other, the ranks of their armies are continually filled with strange monsters, mighty heroes and powerful wizards. Each player's goal is the total elimination of the opposition, thus each game becomes a vast fantasy slugfest between legions of mythical creations. Uses strategic movement with a tactical combat resolution system. Contains 621 counters, a 16"x22" master mapboard and eleven 8"x11" Battleland maps. **$60.00**

# ROLEPLAYING

## BUCK ROGERS

**8SCI-FI** Earth in the 25th Century - this series is going to be an ideal beginner's RPG system that features a 'realistic' future inter-planetary high-tech environment, Buck Rogers himself has a secondary role. **TSR**

| | | |
|---|---|---|
| **25TH CENTURY SET** (boxed) | | **$50.00** |
| 25CA1 | Buck Rogers Sourcebook | $20.00 |
| **25CA2** | **N.E.O.** (due Oct.) | **$20.00** |
| 25CR1 | Mars (due Aug.) | $20.00 |
| **25CR2** | **Earth** (due Nov.) | **$20.00** |

## CALL OF CTHULHU

**HORROR** H.P. Lovecraft's monsterous mythos and their morbid minions plague a seemingly naive 1920's Earth. An atmospheric gothic-horror game of a dark and inhuman eldrich conspiracy. **Chaosium**

**CALL OF CTHULHU** 4TH Edition **$40.00**
Softcover book (192 pgs.) with complete illustrated rules, plus several colour plates and a selection of introductory scenarios for beginner Keepers.

**Arkham Horror** **$40.00**
See WARGAMES section of this catalogue for a detailed product description.

**Arkham Unveiled** • **$40.00**
Guide to the town of Arkham, Massachusetts. Details various creepy places, local inhabitants, with a wealth of 1920's source material and aventures.

**At Your Door** • **$40.00**
Features a brace of contemporary adventures for CTHULHU NOW.

**Creatures of the Dreamlands** **$35.00**
Beautifully illustrated colour guide to 31 stange and often deadly beasties that inhabit the the equally exotic Dreamlands. Each entry is described in detail.

**Cthulhu Classics** **$40.00**
Includes the monstrous campaign 'Shadows of Yog-Sothoth': the unleashing of sleeping Cthulhu from the corpse city of R'lyeh! Plus five other re-printed scenarios.

**Cthulhu Covers** **$12.00**
Contains three false book dust-covers with which to adorn more pedestrian titles. Includes the Necronomicon, Cultes des Goules and De Vermiis Mysteriis.

**Cthulhu by Gaslight** **$40.00**
Softcover edition - the malignant horror of Cthulhu fouling the fabric of 1890 English society. New rules, plus essays on the period & an adventure with Sherlock Holmes

**Cthulhu Now** **$40.00**
It's 1990 - investigators can tote around RPGs, LAWs, and a whole mess of assault rifles. But Cthulhu and his noisome host still call all the shots! With 4 adventures.

**Dreamlands** **$40.00**
Softcover edition - an alternative dimension where the psychical essence of sleeping investigators roam. With new rules, spells, and six fantasy/horror adventurs.

**(The) Fungi from Yoggoth** **$20.00**
A famous psychic has disappeared - finding him uncovers the Brotherhood of the Beast and a global (plus otherworldly) trail of mystery, madness & grisly death.

**(The) Great Old Ones** **$40.00**
Six scenarios based on the exploits of the Great Old Ones, ancient adversaries of civilisations through the ages, and not even the least bit related to Great Cthulhu!

**Green and Pleasant Land** **$22.00**
Sourcebook of 1920s-30s England. Text includes everything both Keepers and players will need to know about society during that time. Features three adventures.

**Keeper's Screen 2ND Ed.** **$13.00**
A four-panel hardboard screen containing all the basic game data needed for play.

**Mansions of Madness** • **$40.00**
A compilation of new adventures, each of which focus on the haunting of a house, mansion, or castle by the loathsome critters of the Cthulhu mythos (due ?).

**Masks of Nyarlathotep** **$40.00**
A campaign of terror that spans the globe, and may ultimately destroy it! Set in five parts, the players must discover the fate of an Egyptian expedition.

**Miskatonic U. Graduate Kit** **$22.00**
What every dedicated investigator needs - a diploma from the world's most infamous university! Plus a plethora of wildly useful souvenirs to use with pride.

**Spawn of Azathoth** **$40.00**
Boxed - seven linked adventures lead the players through a nightmare maze of hideous deaths, demonic cults, ancient monstrosities and... the world's end?

**Statue of the Sorcerer & The Vanishing Conjurer** **$20.00**
Two complete eldrich adventures, one set in San Francisco, the other in England.

**S. Petersen's Field Guide to Cthulhu Monsters** **$27.00**
Encyclopedia of 27 preternatural creatures from the Cthulhu mythos. Each illustrated with colour plates, plus detailed text. Ideal coffee-table book for insomniacs!

**Tales of Terror** • **$6.50**
A 48-page A3 size booklet containing 41 scenario ideas. This little cesspool of morbid creations will provide Keepers with the skeletal structure for many adventures.

**Terror Australis** **$40.00**
Sourcebook of 1920s Australia and the ancient Aboriginal Dreamtime. With three chilling adventures, a plethora of new creatures, and detailed historical material.

**Terror from the Stars** **$18.00**
Two adventures: a lost archaeological expedition in British Honduras; and a gold artifact from Peru piques the interest of international art thieves - and much worse!

## CHAMPIONS

**SUPERHERO** Daring do-gooders and butch baddies beat the crap out o each other in a struggle for world domination, or at least a little extra media exposure! All titles listed below are second edition stock only. **ICE**

**CHAMPIONS** **$40.00**
Second edition hardcover book containing 346 pages of illustrations and information - a very complete product that uses the award-winning Hero RPG System.

**G.M.s Screen** **$18.00**
A large 4-panel screen loaded with various charts and tables, plus 60 full colour character counters, a 22"x17" street grid, and a handy 48-page rules summary.

**Atlas Unleashed** **$10.00**
Unfortunately at the time of layout, this product was unavailable for review - I should have it ready for the next catalogue kids (I hope!)

**Callenges for Champions** **$13.00**
Contains 10 thrilling scenarios plus tips on how to fine-tune each of them to suit specific characters. There are also extensive guidelines on scenario generation.

**Classic Enemies** **$20.00**
A 'best of' selection with 75 dangerous villains - both independents and evil organisations. 112 pages, includes the classic "Escape From Stronghold" adventure.

**Day of the Destroyer** **$16.00**
The ultimate showdown with that vile nemesis Dr. Destroyer (he's the sociable dude on the front cover of the hardback rulebook!) - in three days time 9 out of every 10 humans on Earth will die, unless his lair is discovered and stormed!

**Invaders from Below** • **$18.00**
King Earthwyrm, his 12 superpowered Darklings, and a noisome horde of Subterrans surge forth from their underground kingdom to capture the Earth's surface.

**Invasions: Target Earth** **$15.00**
Create and run your own irrepressible pulp-action alien invasion - using anything from giant reptillian monsters to ancient robots or horrors from the ocean depths.

**Kingdom of Champions** • **$30.00**
208-page campaign sourcebook detailing England, Scotland, Wales & Northern Ireland. Loads of Pommie super-criminals and with about a dozen adventures.

**Mind Games** **$12.00**
Treacherous mutants from the Parapsychological Studies Institute seek the destruction of superheroes through the manipulation of their memories/nightmares

**Mystic Masters** **$20.00**
Superheroic magicians invade from an alternate dimension, with arcane powers and mighty artifacts, these inhuman sorcerers threaten a new dark age! 112 pages

(The) **Zodiac Conspiracy** **$16.00**
Zodiac - a deadly team of 12 sophisticated, immortal villains who plot world conquest from within their orbiting living lair. Includes full colour character portraits

## CYBERPUNK

**SCI-FI** A hyper-tech near future of corporate wars, bio-engineering, cybernetics, manical streetgangs and, computer warriors. Based on William Gibson's highly recommended novels. **R. Talsorian**

**CYBERPUNK** **$35.00**
Boxed set containing three books: Friday Night Firefight (22 pgs.), Night City (46 pgs.) and Cyberpunk Handbook (48 pgs.). Plus two dice and character sheets.

**CYBERPUNK 2020 2nd Edtion** • **$50.00**
Includes enhanced character creation & background. New cyberweapons & bio-ware/nanotech enhancements. More net programs & abilities. Dark future action.

**Hardwired** **$22.00**
Sourcebook of Jon William's novels of near-future social warfare between tough, street-wise inhabitants of Earth and the autocratic denizens of Orbital Platforms.

**Near Orbit** **$22.00**
The wild frontier of post 2000AD - the orbital colonies that struggle for survival in the most hostile environment known to man: space. New rules, equipment, etc.

**Rockerboy** **$22.00**
Campaign supplement detailing the glittering decadence of cult music in tomorrow's world, as well as the social infuence of the sprawling electronic media.

**Solo of Fortune** **$20.00**
A high-tech package of hard data for Cyberpunk's toughest character class - the Solo. New rules, as well as info on equipment, weapons, street gangs, and more.

**Sourcebook for Nightcity** • (available?) **$25.00**
A very detailed guide to the frantic, unforgiving neonscape capital of Cyberpunk. Includes data on gangs, history, places of interest, and a 3D colour map.

**When Gravity Fails** • (available?) **$22.00**
Another genre author's bleak future is revealed in a sourcebook - in this case an Arabic ghetto warped by designer bio-tech, computer personalities and stimulants

## CYBERSPACE

**SCI-FI** The Earth of the future - a depraved and polluted world controled by corporate giants and their hi-tech mercenaries. A computer culture and neo-punk tribal cocktail based on the Space Master game.**ICE**

**CYBERSPACE** **$25.00**
It's 2090 - the world, burdened by over-population, slowly chokes under a shroud of pollution. Warfare between rival mega-corporations and roaming street gangs scars the streets. Such is the price of tech supremacy. 208-page softcover.

**BodyBank** • **$15.00**
Character Compendium #2: gives information on 27 of San Francisco's leading personalities - from the corporate boardrooms to the grim sprawl back streets.

**CyberRogues** **$20.00**
Character Compendium #1: with 30 detailed personalities ready for play. Includes personal data, full game stats & skill specs, plus an illustration (some in colour!).

**Death Valley Free Prison** • **$25.00**
Death Valley and the Mojave are a huge maximum security penitentiary, but now people are joining the outlawed gangs and settlements within of their own volition.

**Edge-On** **$15.00**
Features four complete missions that take the players to the vast Pacific Sprawl, decaying San Fransisco, an off-shore drilling platform, and the Amazon Rainforest

**Sprawlgangs and Megacorps.** **$25.00**
Presents a detailed summary of 20 brutal Sprawlgangs, 16 global 'super-power' Megacorps, 5 hard-pressed enforcement organisations, and 7 interesting NPCs

## DUNGEONS & DRAGONS

**FANTASY** The beginner's version of AD&D - millions of copies have been sold world-wide, and in the process translated into 13 languages. Recommended for players aged 12 and over. **TSR**

**D&D BASIC RULES** Set 1 **$25.00**
Boxed set containing two books: a Players Manual (64 pgs.) and a Dungeon Master's Rulebook (48 pgs.), plus dice. For beginning characters of level 0 to 3.

**B1-9** **In Search of Adventure** **$35.00**
Nine re-printed and edited modules under one cover (160 pgs.), all set in the grand Dutchy of Karameikos. Enough Experence Points here to get thru to Expert!

**B11** **King's Festival** **$13.00**
An introductory module - the local Cleric has been kidnapped by bold Orcs, thus preventing the fabled King's Festival from beginning. A rescue mission is formed.

**B12** **Queen's Harvest** **$13.00**
A Wizard dies, but neglects to pass on various objects of worth to his son.. Some brave individuals will have to enter the ex-Wizard's stronghold to recover them

**D&D EXPERT RULES** Set 2 **$30.00**
Boxed set with an Expert Rulebook (64 pgs.) and a module: X1 The Isle of Dread (32 pgs.). Dice provided. These rule are for adventurers of levels 4-14 inclusive.

**X5** **Temple of Death** **$13.00**
The Master is calling forth noisome hordes with which to conquer neighboring nations. His foul plans must be thwarted before the entire world is enslaved!

**X6** **Quagmire!** **$13.00**
An ancient port city is besieged by a rising sea, ships carrying needed supplies are turned away, and strange dark creatures thrive in the surrounding swamps.

**X8** **Drums on Fire Mountain** **$13.00**
A mysterious 'Shipbane' and raiding marine Orcs wreak havoc on the storm-swept Sea of Dread, both controled by a malign intelligence that must be destroyed.

**X9** **The Savage Coast** **$13.00**
Tales of lost cities/ hidden treasure are always going to drive adventurers wild with lust and avarice, and provide DMs with many happy hours of disappointing them!

**X10** **Red Arrow, Black Shield** **$22.00**
The Master of the Desert Nomads has returned! And in his wake follow legions of evil beasties. The free nations are again faced with the grim spectre of slavery.

**X12** **Skarda's Mirror** **$16.00**
From within the mysterious depths of a magical mirror surge forth a horde of brigands and cut-throats, but before their violent raids can be stopped they vanish.

**X13** **Crown of Ancient Glory** **$18.00**
The King is dead, the holy Crown missing, and the royal heir lost at birth. Neighboring nations ready for war, spies and traitors await their chance to add to the confusion. Sound like fun? Well laughing boy, it's your job to solve this mess!

# DUNGEON & DRAGONS CONT.

**XL1 Quest for the Heartstone** ™©® **$9.00**
Strongheart™©®, and all his marially inclined mates go meandering thru the Mountains of Ice™©® in search of a mega blood-sprawl slugfest. Has good maps!

**O2 Blade of Vengeance $12.00**
An adventure for one character and one DM. A famed Elfin champion, after years of adventure, returns to find his once peaceful home under magical attack.

### BLACKMOOR ADVENTURES

**DA1 Adventures in Blackmore $20.00**
Blackmoor faces its toughest trial by fire - pirates, military empires, ancient races, and religious prophesies threaten a lengthy war. And a band of strange adventurers appear, carrying curious weapons & armor, to tell of an unexpected revelation.

**DA2 Temple of the Frog $18.00**
Deep in the fetid interior of the Great Dismal Swamp is the baroness Rissa, captive of sinister monks who pay blasphemous homage to an amphibian horror!

**DA3 City of the Gods $18.00**
Valley of the Ancients - a glittering maze of strangely crafted metal towers, and expanses of glass spires - within can be found new magicks & Blackmoor's salvation

**DA4 The Dutchy of Ten $18.00**
The Well of Souls was an unholy artifact made in the very heart of a volcano; it was anathema for all good kingdoms, but prophecy foretold of its inevitable destruction.

## D&D COMPANION RULES Set 3 $35.00
Boxed set containing two books: a Player's Companion (32 pgs.) and a Dungeon Master's Companion (64 pgs.). For adventurers of levels 15-25 inclusive.

**CM7 The Tree of Life $17.00**
The Tree of Life, psychical umbilical cord to an Elven Clan, is dying. The Elves will perish if the disease is not halted: an ancient guarded grave offers the only hope.

**CM8 The Endless Stair $17.00**
A Wizard's apprentice is found slain besides a previously undiscovered doorway in the Leaning Stone - a stela under which is buried a once powerful Arch Mage.

**CM9 Legacy of Blood $13.00**
The farmers don't like the swampdwellers, the swampdwellers don't like the farmers, and no one likes the halflings: and that's the least of your problems! Reports of ghostly visitations persist, animals die without cause, and the crops are blighted!

## D&D MASTER RULES Set 4 $35.00
Boxed set containing two books: a Master Player's Book (32 pgs.) and a Master DM's Book (64 pgs.). For adventurers of levels 26-36 inclusive.

**M1 Into the Maelstrom $13.00**
An ancient empire suffers the wrath of an immortal emperor, betrayed of his worldly position, vengeance takes the form of a deathly fog that blankets the continent.

**M2 Vengeance of the Alphaks $18.00**
Alphaks, the despotic immortal in M1, is back. This time his energies are spent on provoking two volatile nations into conducting an all-consuming, apocalyptic war.

**M3 Twilight Calling $18.00**
Alphaks strikes again! He seeks the key to release Death & Chaos into the realms of man. A quest must be made to gather the mystic symbols that make the key.

**M4 Five Coins for a Kingdom $18.00**
A city vanishes - in its place come five coins of fantastic powers. In a strange realm of floating islands and warring armies a mighty Wizard must be destroyed.

**M5 Talons of Night $13.00**
That bugger Alphaks is at it again! A new age of peace threatens to spoil his plans for war, as a consequence he kidnaps some diplomats and frames the players.

## D&D IMMORTALS Set 5 $35.00
The bigger they are the harder they fall... Another boxed set with two books (what a surprise!): a Player's Guide to Immortals (32 pgs.) and a DM's Guide (52 pgs.).

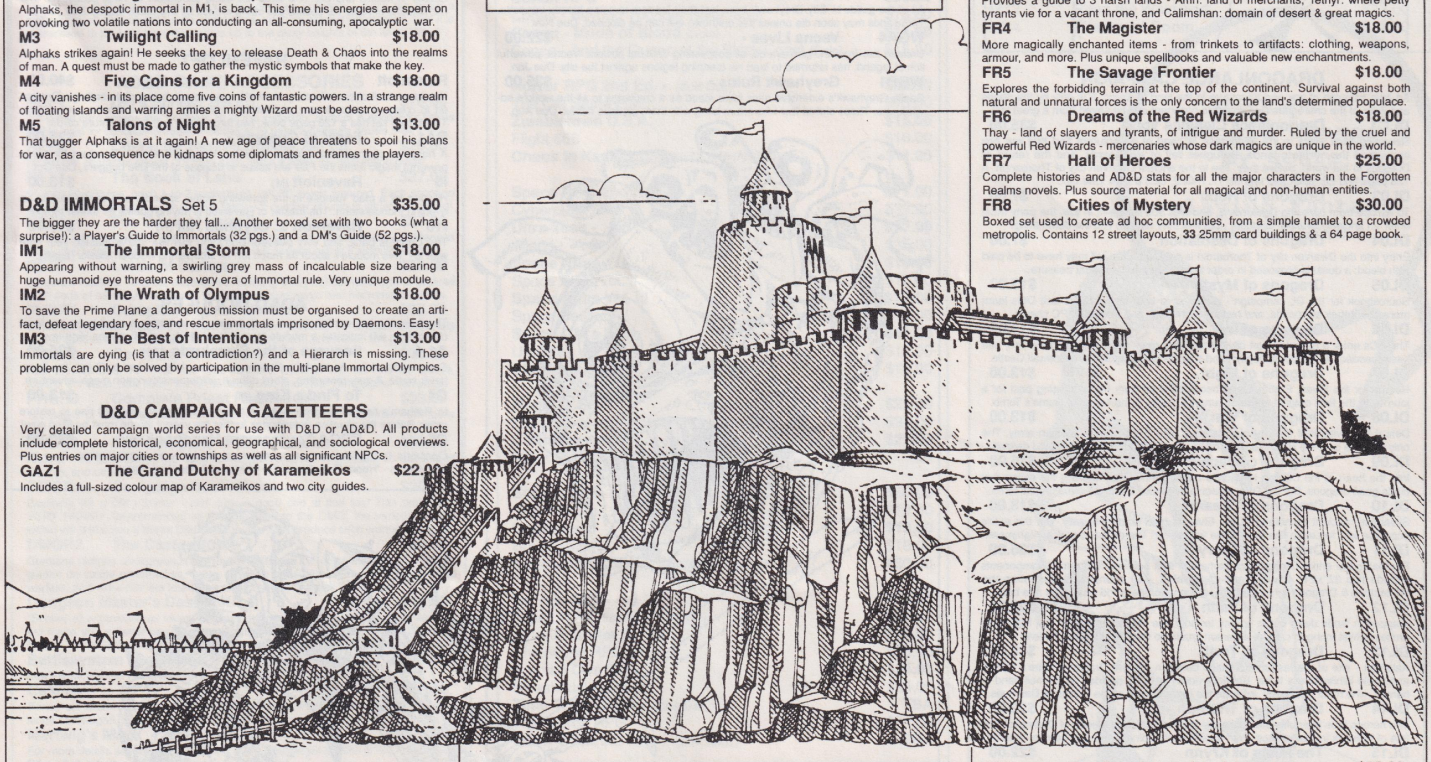
**IM1 The Immortal Storm $18.00**
Appearing without warning, a swirling grey mass of incalculable size bearing a huge humanoid eye threatens the very era of Immortal rule. Very unique module.

**IM2 The Wrath of Olympus $18.00**
To save the Prime Plane a dangerous mission must be organised to create an artifact, defeat legendary foes, and rescue immortals imprisoned by Daemons. Easy!

**IM3 The Best of Intentions $13.00**
Immortals are dying (is that a contradiction?) and a Hierarch is missing. These problems can only be solved by participation in the multi-plane Immortal Olympics.

## D&D CAMPAIGN GAZETTEERS
Very detailed campaign world series for use with D&D or AD&D. All products include complete historical, economical, geographical, and sociological overviews. Plus entries on major cities or townships as well as all significant NPCs.

**GAZ1 The Grand Dutchy of Karameikos $22.00**
Includes a full-sized colour map of Karameikos and two city guides.



**GAZ2 The Emirates of Ylaruam $18.00**
Details cover everything from the capital desert city to lowly caravan villages.

**GAZ3 The Principalities of Glantri $20.00**
A nation ruled by a wizard-princess, and consumed by the Secret of the Radiance.

**GAZ4 The Kingdom of Ierendi $18.00**
Comprised of details for ten tropical islands plus new rules for naval warfare.

**GAZ5 The Elves of Alfheim $20.00**
Data on Elven society (details the tree-cities), politics, economics, and culture.

**GAZ6 The Dwarves of Rockhome $20.00**
In-depth sourcebook on Dwarven history, government, economy, and geography.

**GAZ7 The Northern Reaches $22.00**
Land of the Vikings. Covers three nations: Soderfjord, Vestland, and Ostland. With separate Player & DM books, double-sided map, and new Runic Magic for D&D.

**GAZ8 The Five Shires $20.00**
Sourcebook on Halflings and their nations. Includes a Halfling character class, new halfling magic, adventures, and the dreaded Halfling pirates!

**GAZ9 The Minrothad Guilds $20.00**
Naval trader to the known world, life in the Guilds is tied to the sea. With a Sea Merchant character class, new magic, and a large sea trading map.

**GAZ10 The Orcs of Thar $22.00**
Covers all giant-class humanoids - discusses their cultures, personalities, ect. Plus Orc PCs, humanoid spell-casters, the King of the Orcs, and a boardgame!

**GAZ11 The Republic of Darokin $22.00**
In Darokin wealth is power, strength comes from commerce, and survival is a matter of negotiation, guile, and diplomacy. Includes a Merchant PC class - wow!

**GAZ12 The Golden Khan of Ethengar $22.00**
Wind swept plains peopled by fierce horse tribes, now united by a single leader. Includes yet another new character class: the Shaman, with unique spell abilities.

**GAZ13 Shadow Elves •** **$22.00**
Describes the vile underground world of the Dark Elves - a violent empire that writhes in the blood of innocents. Also details the other foul denizens of darkness.

**Dawn of the Emperors $40.00**
Boxed set of two empires - Thyatis: a warrior nation, and Alphatia: where magic use has political power. Contains a DMs Guide (128 pgs.), two Player's Guides (32 pgs. each), new aerial combat rules and spells, plus two large colour maps.

# DUNGEON & DRAGONS CONT.

**DDA1 Arena of Thyatis $12.00**
It is festival time in Thyatis, and for dungeon-weary adventurers it is an ideal time for important connections to be made and deeds to be done, duels to be fought and fame to be won! A great interactive module with a new PC class - the Rake.

**DDA2 Legions of Thyatis •** **$12.00**
Dawn of the Emperors: Political subterfuge promises to undermine the ministerial integrity of Thyatis - the players may receive significant social rewards. Due Sept.

**Hollow World •** **$40.00**
Boxed set with three books (128/64/32 pgs.). The Gazetteers world is hollow - this product details the inner surface: new races and nasty beasties, terrible empires, and exotic people - a vast and strange new world ready to explore. Due August.

**HWA1 Nightwail •** **$18.00**
For Hollow World: Discovery of a new world underground gets the adventurers involved with a mysterious Aztec-like culture. Includes Hollow World PCs. Due Nov.

**HWA2 Nightrage •** **$18.00**
For Hollow World: Uncovers a frightening conspiracy that threatens the very existence of Hollow World, and perhaps that of the surface civilisations. Due Jan '91.

### D&D GAME ACCESSORIES

**AC6 Player Character Sheets $18.00**
For use with Basic, Expert, Companion & Master sets. With 16 character sheets, 8 Spellbook Planners (for MUs, Clerics & Druids), and a Dominion Planning Guide.

**AC9 Creature Catalogue $27.00**
Unfortunately, at the time of writing this particular item was unavailable for review.

**AC10 Bestiary of Dragons and Giants $20.00**
Contains an assortment of useful mini-adventures featuring encounters with the afore-mentioned critters. Plus a random spell generator for Dragons.

**AC11 The Book of Wondrous Inventions $20.00**
A very funny compendium of weird and, let's face it, not awfully useful magical devices. With scenario suggestions and rules for spell creation. Great illustrations!

**PC1 Tall Tales of the Wee Folk $22.00**
Complete role-playing information on fairy creatures and other woodland races. Includes details on legends, cultures, attitudes, adventures, and woodland magic.

**PC2 Top Ballista $22.00**
Features a guide to Serraine - the Flying City of the Gnomes, and allows various aerial creatures to be used as great PC races. With new rules for airborne combat.

**PC3 The Sea People $22.00**
#3 in the Creature Crucible series - this product allows the parameters of a Player Character's racial origin to include all manner of intelligent sea-dwelling creatures. Also includes extensive information on the ocean-floor world of the Gazetteers!

**PLEASE NOTE:** TSR's listed release dates are NOT guaranteed!

# ADVANCED D&D CONT.

**Monstrous Compendium Vol. 7 •** **$20.00**
New critters from the void, designed for Spelljammer encounters: 64 pgs. Due Aug.

**Legends and Lore 2nd Edition •** **$40.00**
This sourcebook of immortals and campaign pantheons has been upgraded to conform with the new rules. Updated Clerical powers and temples, 192 pgs. Due Aug.

**Dungeoneer's Survival Guide $30.00**
Subterranean adventures will never be the same - this tome offers new rules, equipment, proficiencies, mapping techniques, mining skills, and more. 128 pages.

**Wilderness Survival Guide $30.00**
A plethora of information on outdoor adventures - includes camping, first aid, magic, natural hazards, fatigue, movement, food, clothing, etc. 128 pages.

**Manual of the Planes $35.00**
Details the manifold worlds of the known planes of existence. Describes the rulers, inhabitants, and environments. New rules for spell use & combat, etc. 128 pages.

### FORGOTTEN REALMS CAMPAIGN
#### BOXED SETS

**The Forgotten Realms $35.00**
Campaign world set. With two books: Cyclopedia of the Realms (lists of people, places and objects of interest - 96 pgs.) and DM's Sourcebook of the Realms (running a campaign and 2 adventures - 96 pgs.). Plus four 21"x32" colour maps.

**Forgotten Realms: City System $40.00**
Revealed in all its urban splendor - Waterdeep: a city of wealth, adventure & danger; now fully unveiled with twelve 21"x32" maps and a guide book (32 pgs.).

**Kara-Tur: The Eastern Realms $35.00**
An optional continent stepped in the spicy essence of oriental fantasy. Two 96 page books describe the places, culture, politics, monsters, religions, magic, and campaign play. With four double-sided 21"x32" colour geography/city maps.

**Horde •** **$40.00**
Nomad warriors, once a fierce collection of fueding clans, have become a massive horde poised to invade Kara-Tur & perhaps conquer the world! 3 books. Due Sept.

#### CAMPAIGN ACCESSORIES
Most of these products are a reference to a particular region in the Forgotten Realms world. They include details on cultures, personalities, geography, hazards, economics, cities, towns, and the wildness - full colour maps are provided.

**FR1 Waterdeep and the North $18.00**
Guide to the lightly settled, rugged lands of the Northern realms, where once the Dwarven kingdoms thrived. Plus a tour of the sprawling, affluent city of Waterdeep.

**FR2 Moonshae $18.00**
Nestled in the vast, seething cauldron of the Trackless Sea are a brace of wintery isles - populated by resiliant, hardy Celtic races and fierce wilderland beasts.

**FR3 Empires of the Sands $18.00**
Provides a guide to 3 harsh lands - Amn: land of merchants, Tethyr: where petty tyrants vie for a vacant throne, and Calimshan: domain of desert & great magics.

**FR4 The Magister $18.00**
More magically enchanted items - from trinkets to artifacts: clothing, weapons, armour, and more. Plus unique spellbooks and valuable new enchantments.

**FR5 The Savage Frontier $18.00**
Explores the forbidding terrain at the top of the continent. Survival against both natural and unnatural forces is the only concern to the land's determined populace.

**FR6 Dreams of the Red Wizards $18.00**
Thay - land of slayers and tyrants, of intrigue and murder. Ruled by the cruel and powerful Red Wizards - mercenaries whose dark magics are unique in the world.

**FR7 Hall of Heroes $25.00**
Complete histories and AD&D stats for all the major characters in the Forgotten Realms novels. Plus source material for all magical and non-human entities.

**FR8 Cities of Mystery $30.00**
Boxed set used to create ad hoc communities, from a simple hamlet to a crowded metropolis. Contains 12 street layouts, **33** 25mm card buildings & a 64 page book.

# ADVANCED DUNGEON & DRAGONS

**FANTASY** Creates a world of high fantasy wherein the epic adventures of a group of characters propells them into unexplored wilderness, vast dungeons and fabulous cities. Non toxic and free of preservatives. **TSR**

### HARDBACK RULEBOOKS
#### (AND SOME BINDERS!)

**Player's Handbook 2ND Edition $40.00**
Rules for everything from character creation and proficiencies, through to combat and treasure, plus complete spell guides. 256 pages, including colour plates. Some of the changes are a little sad to see, but overall 2nd edition AD&D is a real winner!

**Dungeon Master's Guide 2ND Edition $40.00**
Unlike its predecessor, the 2nd edition DMG is much easier to read, competently indexed; and employs a more relaxed, unpretentious manner of writing. 192 pages.

**Monstrous Compendium Vol. 1 2ND Edition $40.00**
Large binder format product featuring 144 pages of classic AD&D beasties. Each entry is illustrated, and described in great detail. Colour dividers are provided.

**Monstrous Compendium Vol. 2 $30.00**
144 extra pages of monsters - from sleek sea dwelling beasts, to rotting horrors in lightless crypts. A revised index is included, as well as several more dividers.

**Monstrous Compendium Vol. 3 $20.00**
An appendix of loathsome encounter-fodder spawned in the Forgotten Realms campaign. "64 pages chock-full of new monsters..." says the blurb on the back.

**Monstrous Compendium Vol. 4 $40.00**
Includes another D-Ring binder for storing future releases, 4 colour dividers and 96 pages of creature information from the Dragonlance campaign world.

**Monstrous Compendium Vol. 5 $20.00**
64 pages dedicated to beasties of the Greyhawk (& Fiend Folio) campaign-setting.

**Monstrous Compendium Vol. 6 $20.00**
Carefully details the most interesting oriental Kara-tur creatures - 64 pgs.

**FR9 The Bloodstone Lands $20.00**
One of the wildest areas of the Forgotten Realms - the barbaric kingdoms of Vaasa and Damara, both forged with fire and blood from the frozen rocks and ragged ice.

**FR10 Old Empires $22.00**
The oldest nation in the Realms - a strange land known for its magical pharaohs, cursed tombs and arcane temples long buried by the desert - hearty fare indeed!

**FR11 Dwarves Deep •** **$20.00**
Introduces new concepts for Dwarven Player Characters - essays on abilities and more. Plus source material concerning their culture, magic use, ect. Due Nov.

**FOR1 Draconomicon •** **$35.00**
Reference material on Dragons: magic use, treasure hoards, traps, tricks, etc.. Includes complete Dragon lair encounters, ideal for a night's gaming. Due Oct.

**Forgotten Realms Atlas •** **$35.00**
Contains colour reproductions of all the campaign world maps - from the Sword Coast to the farthest reaches of the lands of Kara-tur. 192 pages. Due August.

### ADVENTURE MODULES

**FRC1 Ruins of Adventure $20.00**
A thriving community, has become the desolate habitat for noisome undead after an insidious evil swept thru it. Now the town's survivors want to return! 92 pages.

**FRC2 Curse of the Azure Bonds $22.00**
The adventurers wake one morning with an elaborate blue tattoo covering their sword arm. This leads to a mystery of huge, dangerous proportions. 96 pages.

**FRE1 Shadowdale $15.00**
Now very powerful mortals, the Realm's very Gods seek the Tablets of Fate. Nature itself revolts at these epochal events. Only Elminster knows what's going on.

**FRE2 Tantras $15.00**
Elminster lies murdered, and the adventurers are blamed! A quest for the first Tablet of Fate begins, but it is opposed by preturnatural hazards and vile treachery.

**FRE3 Waterdeep $15.00**
The search is on for the final Tablet of Fate: its recovery will save the Realms from the fallen deities' wrath. But other, more menacing, entities also seek the artifact.

**Forgotten Realms Adventure Book $40.00**
160 page hardback book. More details on the Forgotten Realms world, plus maps for the 'heartland' cities, reveals the 'secret societies', describes new spells and variant magic, as well as rules for firearms, and more monster charts!

# ADVANCED D&D CONT.

**FRA1** **Storm Riders** **$20.00**
For use with the **'Horde'** boxed set: After a feisty Mongol princess is kidnapped, the lucky PCs are given the task of firstly discovering her whereabouts, and then extracting her from within the very midst of a huge barbarian army!

**FRA2** **The Black Courser** • **$20.00**
Whilst being chased by assassins and fierce horsemen, the adventurers must search for the missing princess and a seemingly magical black stallion. Due Aug.

**FRA3** **Blood Charge** • **$20.00**
Brute strength will not suffice; to return the magnificent stallion and the princess to their own land requires stealth & guile, for the enemy is far stronger. Due Dec.

**FA1** **Halls of the High King** • **$20.00**
The Moonshae isles must be cleansed - their interiors are rotten with undead, Viking lords control the northern islands, & terrible monsters roam the seas. Due Nov.

## DRAGONLANCE CAMPAIGN

An epic campign of war and adventure in the land of Krynn. It is only by the deeds and valor of the characters that an entire continent can be saved from a great evil.

**DLC1** **Dragonlance Classics Vol. 1** **$35.00**
Returning from years in the wilderness, a band of adventurers find that war has consumed the northern lands. Refugees tell of evil hoards, and the return of Dragons to the world. before they flee to the ancient Dwarven city of Thorbardin. A 128 page 2nd Ed. book that reprints DL1. DL2. DL3 & DL4. Due Oct.

**DL03** **Dragons of Hope** **$7.00**
To escape from pursuing Draconians, and with 800 refugees in tow, the party must enter an ancient Dwarven kingdom - but first they have to find the damd thing!

**DL04** **Dragons of Desolation** **$7.00**
Entry into the Dwarven city of Thorbardin is not easy - the toll may have to be paid with blood: a quest is proposed in order to return a great mystical treasure.

**DL05** **Dragons of Mystery** **$13.00**
Sourcebook for the DL campaign - designed to help both players and DMs learn more about their surrounds, and history. With maps and illustrated PC sheets.

**DL06** **Dragons of Ice** **$13.00**
The PCs enter a deserted port city, Draconians roam the streets and the very sea has receeded. A new quest begins: find a legendary Dragon Orb in Icewall Castle.

**DL07** **Dragons of Light** **$13.00**
Refuge for the Elves, Ergoth island becomes a far from restful staging post for a journey to the final outpost of the Solamnic Knights, & the secret of Huma's Tomb.

**DL08** **Dragons of War** **$13.00**
Defeat is inevitable if the city of Palanthus falls to the vast Draconian army. The only defense is at the High Clerist's Tower, where Solamnic Knights stand divided.

**DL09** **Dragons of Deceit** **$16.00**
Into the heart of the Dragon Highlord's realm go the PCs, seeking the secret that binds good dragons. But the Dark Queen's deception leads to unimaginable terror.

**DL10** **Dragons of Dreams** **$13.00**
Silvanesti: ancient homeland of the Elves; fabled land of beauty. But the entire populace was forced to flee from some vast terror! The dream is now a nightmare.

**DL11** **Dragons of Glory** **$35.00**
Recreates the entire Dragonlance campaign in a boardgame format. Components include two 32"x21" colour maps of Ansalon, 340 counters representing the Whitestone & Dragon Highlord armies, a scenario book, and an 8 page rule book.

**DL12** **Dragons of Faith** **$22.00**
Trapped in lands deep within enemy territory, the PCs must evade the Highlord's armies, whilst trying to capture a person crucial to the Dark Queen's Defeat!

**DL13** **Dragons of Truth** **$18.00**
Kalaman - site of the last confrontation between the evil Dragon Empire's armies and noble Whitestone's force. But final victory is to be decided by a small band of heroes, who must cautiously infiltrate the Inner Temple of the Queen of Darkness.

**DL14** **Dragons of Triumph** **$22.00**
The heroes face their ultimate challenge as they battle the Queen of Darkness! The fate of Krynn is in the balance. With six different endings, and new source material.

**DL15** **The Mists of Krynn** **$22.00**
Just when you thought the series had finished! DL15 contains 12 mini adventures, plus essays on 9 Krynn races and 8 detailed descriptions of the major NPCs.

**DL16** **The World of Krynn** **$20.00**
Four complete adventures, each bringing into prominence a previously unexplored region of Krynn. Discover the Dragon's lair in a volcano, or search for a lost child.

**DLE1** **In Search of Dragons** **$20.00**
The delicate, crucial balance between Good, Evil & Neutrality is threatened. The dragons are the first to suffer the consequences, then Krynn will face the same fate

**DLE2** **Dragon Magic** **$20.00**
Krynn's moons are fading - the alignment forces are locked in conflict. A crisis of cosmic proportions looms, and only the Astral Dragon can provide a new hope.

**DLE3** **Dragon Keep** **$20.00**
Working in conjunction with Good Dragons, the PCs must go forth on an epic quest that leads them to the plains of Lunitari, into the ocean depths, and beyond!

**Time of the Dragon** **$45.00**
Taladas - twin continent to Ansalon, devastated in ancient times by an enormous meteor, & transformed into a savage environment. Populated by gladiatorial minotaurs, wild Elves, fireminions, and more. With 4 maps & two books (112/48 pgs.)

**DLA1** **Dragon Dawn** **$20.00**
Set in the new continent of Taladas - the Good Dragons of this wondrous land are being stalked by a powerful dark-souled slayer. "Old World" heroes must save them

**DLA2** **Dragon Knight** • **$20.00**
Infiltrate a vicious brotherhood of bounty hunters, discover the master of these loathsome dragon-killers, and then beat the crap out of him/her/it. Due June.

**DLA3** **Dragon's Rest** • **$20.00**
The lucky players must somehow resolve a savage war between two Minotaur clans - but first they must hunt down and destroy the fierce enemies of both Minotaur factions! What's this got to do with DLA1 & 2? Good question. Due Sept.

**DLR1** **Otherlands** **$22.00**
Details the lost lands of Krynn - Watermere, home of the Dargonesti sea elves; Silesia, jungle island dominated by a spine of mysterious mountains; Chorane, an underground nation by the South Pole that is being torn apart by civil war. 96 pages

**Dragonlance Adventures** **$12.00**
128 page hardback sourcebook. Include details on the Krynn pantheon, plus stats & facts on the unique races and creatures that populate the land. There is also the complete history of Ansalon, as well as a more detailed appraisal of such groups as the Knights of Solamnia and the Wizards of High Sorcery. Great value!

# ADVANCED D&D CONT.

## GREYHAWK CAMPAIGN

Another campaign world - in fact one of the first complete AD&D settings. Still popular, despite fierce competition. With a little application and imagination any of these products can be incorporated into an existing campaign game.

**World of Greyhawk** **$35.00**
Here's your starting point - this boxed set contains a Guide book (80 pgs.), a Glossography (48 pgs.), & two 21"x32" colour maps. With complete backgrounds.

**Greyhawk Adventures** **$35.00**
128 page hardback. Companion to the above box set. This glorious tome covers such details as geography, adventures, the Greyhawk pantheon and its Clerics, information on new monsters and major NPCs, plus extra spells & magic items.

**City of Greyhawk** **$40.00**
One of the best fantasy cities made! This boxed set includes a guide to Greyhawk's capital (96 pgs.), a catalogue of the populace (96 pgs.), four great 21"x32" colour maps, & 23 Adventure Cards that provide short scenarios. This is mighty fine stuff!

**WG6** **Isle of the Ape** **$16.00**
Tenser the Archmage wants the adventurers to search a mysterious jungle island for the fabled Crook of Rao, thus piercing the secret that veils this isolated abode.

**WG7** **Castle Greyhawk** **$22.00**
A massive 13 level dungeon - each level has been created by a different author. When designing the theme for the levels and its various encounters the basic theme was: 'Do whatever you want guys - but the crazier it is, the better!'

**WG8** **Fate of Istus** **$25.00**
A dread plague has struck the world of Greyhawk, and the adventurers must travel the length and breadth of the land seeking both an explanation and the cure.

**WG9** **Gargoyle** **$13.00**
Two gargoyles wake one morning and discover that some fiend has stolen their wings! They employ a group of equally surprised adventurers to help them recover the vital attachments. WG9 is the first low-level Greyhawk module.

**WG10** **Child's Play** **$13.00**
Designed for beginner DMs and players - call it an AD&D primer if you like. But don't be fooled by the title, ignorant characters make damd fine fertiliser!

**WG11** **Puppets** • **$13.00**
From battling the minions of an evil leprechaun deep within the tangled woods, to investigating a series of very strange burglaries plaguing the Free City of Dyvers.

**WG12** **Vale of the Mage** **$20.00**
An area shrouded in mystery, believed to harbor strange & legendary powers. Enchanted monsters emerge from the vale to wreak havoc, they must be stopped.

**WGA1** **Falcon's Revenge** **$20.00**
A plot to revive an ancient evil cult is discovered. A myriad maze of clues, scattered throughout the City of Greyhawk, provide hints for its destruction.

**WGA2** **Falconmaster** **$20.00**
The Free City of Greyhawk is the Gem of the Flanaess, but something evil lurks within, and before it can be eleiminated it must first be discovered! Includes a whole mess of 25mm cardboard buildings. For levels 5 to 7.

**WGA3** **Flames of the Falcon** • **$20.00**
All of the guilds in City Greyhawk have lost their leaders to some bloody vendetta. Thousands may soon die unless this unknown evil can be stopped. Due Nov.

**WGA4** **Vecna Lives** • **$22.00**
Undead rise from the graveyards, all possessing unusual powers. Vecna, powerful lich of legend, has returned to lead his creeping legions against the city. Due Jan.

**WGR1** **Greyhawk Ruins** • **$35.00**
Castle Greyhawk's extensive ruins have stood as a challenge to all the world's adventurers. Those skilled few who return bring with them glorious riches. Due Aug.

## SPELLJAMMER

"AD&D in space?" we thought, "What a crock of kobold droppings!" We were wrong. Firstly it links up all the disparate campaigns and puts them into the same universe, and secondly it's an ideal break from the normal worldly hack 'n slash.

**SPELLJAMMER** **$40.00**
Wildspace - a turbulent, multi-hued ocean speckled with a multitude of worlds. Only merchants, pirates and explorers dare to venture into this great void. The boxed set comes with two books (both 96 pgs.), four 21"x32" maps and 20 vessel cards.

**SJA1** **Wildspace** **$20.00**
Safe at last! The small kingdom is free of marauding monsters, despotic dragons, and evil enchanters - and the heroes responsible for this utopia are VERY bored indeed! That is until an anchor falls in the town square, its chain leading skyward!

**SJA2** **Skull & Crossbones** **$20.00**
A collection of short fantasy space adventures: skeletal whales carrying undead pirates, lich driven ships filled with alien parasites, sinister asteroids, and more!.

**SJA3** **Crystal Spheres** • **$20.00**
Crystal spheres enclose entire solar systems: this module provides details on several such planetary harbors, and explains how to get to them. Due Oct.

**SJR1** **Lost Ships** **$22.00**
What you get: strange monsters and spells, 20 new ship types, more rules for DMs and a collection of weird adventures based on old abandoned ships, partly destroyed rigs, vessels built by long-dead races, and enigmas (unexplainable oddities).

# ADVANCED D&D CONT.

## LANKHMAR

**Lankhmar - City of Adventure** **$27.00**
City of the night, abode to thieves, and home for Fafhed & the Gray Mouser. A 96 page book detailing the great metropolis: its residents & businesses, guilds & factions. Includes many maps, adventures, major NPCs, local Gods & monsters.

**CA2** **Swords of Deceit** **$16.00**
Venture into the Night of Fear - a time when a thick fog shrouds the streets, and those unfortunate few who remain outdoors risk the terminal wrath of ancient gods.

**LNA1** **Thieves of Lankhmar** **$22.00**
Introductions to the city's most conniving, and dangerous, thieves leads to a frenzied chase through the squalid back-streets and hidden passages of Lankhmar.

**LNA2** **Nehwon** • **$22.00**
Two very powerful wizards have certain very unusual needs that only a bunch of idiots - er... they mean heroic fighter-types, can take care of. And thus begins a most difficult and strange adventure! Due Dec.

**LNR1** **Wonders of Lankhmar** • **$22.00**
96 page module filled with 1-to-2 page adventures that can be used in any urban environment, but are best suited for Lankhmar. Funny, deadly & curious. Due Sept.

## ORIENTAL ADVENTURES

Fuedal fantasy material - see also the **Forgotten Realms Kara-Tur** supplements.

**Oriental Adventures** **$35.00**
144 page hardback containing all the necessary information needed to play: some great new character classes, strange races, powerful spells, magical items, traditional weapons, super-human fighting styles, and very inscrutable monsters!

**OA2** **Night of the Seven Swords** **$18.00**
Two warlords are vying for control of a province, whoever is the first to enter a haunted castle and return with important relics for the local temple shall rule.

**OA3** **Ochimo: The Spirit Warrior** **$18.00**
An island rich in ancient lore, and guarded by a spectral samurai, must be cleansed of fell spirits before the land can be developed by the Emperor's subalterns.

**OA4** **Blood of the Yakuza** **$18.00**
Nakamaru - a port city embroiled in a cauldron of deceit, treachery, revenge, and intrigue. Various political factions and violent gangs battle for supremacy.

**OA5** **Mad Monkey vs. the Dragon Claw** **$18.00**
A new and deadly school of martial arts threatens to destroy all the other schools, and the very hierarchy of the gods in the process. Set in the Kara-Tur realms.

**OA6** **Ronin Challenge** **$22.00**
A young warrior must prove his worth to the warlord, and himself, by solving three legendary puzzels. Due ? - don't ask me why OA7 was released before this!

**OA7** **Test of the Samurai** • **$22.00**
Strange disturbances, and dire omens, are corrupting the Wa peninsula. A trek into the unknown land of Qui may provide the solutions to Wa's mysterious doom.

**FROA1** **Ninja Wars** • **$20.00**
Scores of nobles and Samurai lords are being eliminated by ninja assassins. The foundations of Kara-Tur society are being eroded by this blood-letting. Due Jan '91

## RAVENLOFT

**Ravenloft** **$40.00**
Hybrid cocktail of basic fantasy elements, and classic horror-style settings. Designed to create a more gloomy, nightmarish campaign where evil lurks everywhere. This boxed set has a 128 page book, two large maps and 24 adventure cards.

**RA1** **Feast of Goblyns** • **$25.00**
A horde of strange little Goblins invade a Vampire's home - in return for some powerful magic items the PCs are asked to dispose of the little buggers. Due Oct.

**I6** **Ravenloft** (M) **$13.00**
Hunting for a mad Vampire in the sprawling gothic splendor of a castle, during an evening thunderstorm. The master of Ravenloft is having guests for dinner tonight.

**I10** **Ravenloft 2: Gryphon Hill** (H) **$18.00**
The Count is back, and very peeved! Don't you feel like you've wasted your time with I6? This module's about as much fun as sharpening wooden steaks (again).

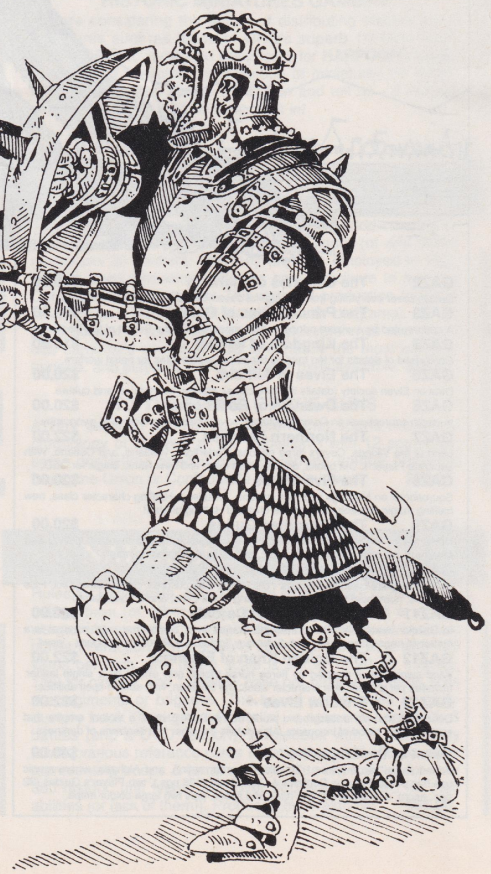
## AD&D MODULES

The following key applies to the stock below: (L) indicates a module for low-level characters; (M) indicates a module for mid-level (4-8); and (H) means High-level.

**A1-4** **Scourge of the Slavelords** (M/H) **$35.00**
Compilation of the Aerie of the Slavelords series, fully revised to fit into the Greyhawk world. A very rewarding, albeit difficult, wilderness/dungeon mega-adventure.

**C4** **To Find a King** (M) **$13.00**
In Pellham's time of greatest need, a two-centuries dead king will rise to restore order. Before the situation deteriorates further the vacant throne must be filled now!

**C6** **RPGA Tournament Handbook** (M) **$20.00**
Contains full guidelines on tournament design and organisation. Plus two adventures - 'Honor Guard', and the whimsical 'Long Way Home'.



# ADVANCED D&D CONT.

**DQ1** **The Shattered Statue** (M) **$13.00**
A mysterious note, a disappearing 5-foot-long religious relic, and the ruins of two schools of magic - in this puzzling adventure they all have something in common.

**H4** **The Throne of Bloodstone** (H) **$18.00**
Unfortunately this tome of mindless horror, this passport to grisly death and general pants-wetting terror, is currently out of stock and as a consequence I can't review it.

**I3-5** **Desert of Desolation** (M/H) **$30.00**
Prophecies tell of the arrival of heroes, and of a battery of tests to gauge their mettle. Tales mention mysterious gemstones, boundless wealth, malignant spirits in pyramids, and more. Discover the truth... Fully revised for Forgotten Realms.

**I8** **Ravager of Time** (M) **$16.00**
An ancient evil returns to the blighted fens, death stalks the mire in its most terrible guise. A tragic murder uncovers a dark secret that threatens everyone.

**I9** **Day of Al 'Akbar** (M/H) **$18.00**
In order to halt a dread plague, a Talisman lost to desert bandits must be recovered. Only a clandestine group of wary heroes can hope to infiltrate the bandit camp.

**I11** **Needle** (M/H) **$16.00**
The king's notice asked for adventurers to undertake a mission to a far land. It was marked with the rune for "high danger, high reward", so of course you volunteered!

**I12** **The Egg of the Phoenix** (M) **$25.00**
Stopping slave traders was the original plan, but somehow lost artifacts became involved. Now what was once a small problem has become a labyrthine adventure.

**I13** **Adventure Pack 1** (L/M/H) **$25.00**
12 short scenarios, each complete and designed to be unique or unusual. Ideal for a single nights gaming, or as basic plot structure for a larger adventure campaign.

**I14** **Swords of the Iron Legion** (L/M/H!) **$15.00**
Set in Forgotten Realms, and utilising the Battlesystem rules, this module presents an anthology of battles - from skirmishes to mass wars. With roleplay opportunities.

**N3** **Destiny of Kings** (L) **$16.00**
The king is killed in a hunting accident whilst his heir is on a pilgrimage, sudden anarchy erupts as evil forces crawl out of hiding to try & wrest control of the kingdom.

**N4** **Treasure Hunt** (L) **$15.00**
A good module designed as a character primer: the PCs begin the game on minus experience pts, and decide during the course of the adventure what PC class to be.

**N5** **Under Illefarn** (L) **$13.00**
The Shining River has turned green, cattle are dying, strange substances are oozing from fissures, the Elf King needs help, and the fabled Dwarf Mines may have been unearthed - suddenly being a militiaman isn't quite as easy as it used to be...

**OP1** **Tales of the Outer Planes** (M/H) **$20.00**
11 complete adventures based within the Outer Planes, plus 17 small 'lair encounters'. Requires Manual of the Planes to play. Ideal of a change of scenery.

**S1-4** **Realms of Horror** (M/H) **$22.00**
Four classic modules reprinted & newly revised: Tomb of Horrors, White Plume Mountain, Expedition to the Barrier Peaks & The Lost Caverns of Tsojcanth. With an 80 page adventure book, a 48 page illustration book, & a 16 page map booklet.

**T1-4** **Temple of Elemental Evil** (L/M) **$35.00**
Thank you Gary Gygax - paragon of roleplay mastery - here we have a megadungeon of such grandiose proportions, such monstrous dimensions, that it is guaranteed to take 1st level characters up to the dizzy heights of 8th level! Wow!

## AD&D GAME ACCESSORIES

**REF1** **DM's Screen 2ND Ed.** **$18.00**
A 6-panel card screen that contains all of the important combat & encounter tables and is ideal for concealing maps. Includes a 16 page adventure (levels 5-8).

**REF2** **Character Record Sheets 2ND Ed.** **$20.00**
25 generic character sheets, 13 spell logs, and a 4 page PC generation guide.

**REF3** **The Book of Lairs** **$27.00**
61 mini adventures, each 1-to-2 pages long - all PC levels featured. Each scenario is adaptable to almost any situation & feature a number of unique situations. Great!

**REF4** **The Book of Lairs II** **$27.00**
With 65 mini adventures, each arranged by terrain type. Ready-to-play challenges for all character levels, some scenarios can last several nights if skillfully DM'ed.

**REF5** **Lords of Darkness** **$20.00**
Forgotten Realms: 10 great adventures featuring every conceivable type of undead of all sorts of nefarious situations. With chapters on wards and necromantic spells.

**PHBR1** **Complete Fighter Manual** **$30.00**
Notes on character creation, 14 'Warrior Kits' (sub-classes), RPG personalities, lots of new combat rules/skills, new weapons & equipment, and more! 124 pages.

**PHBR2** **Complete Thief Manual** **$30.00**
New proficiencies, 18 'Thief Kits' (sub-classes), loads of info' on Thieves' Guilds, tools o' the trade, new rules, the art of deception, and Thief campaigns. 128 pages

**PHBR3** **Complete Priest Handbook** **$33.00**
128 pages of useful information of the Cleric character class - includes new spells and rules.

**PHBR4** **The Complete Wizard Handbook** **$33.00**
Another 128 page book, with new spells, magic items, information on schools of theurgy, and other abilities.

**DMGR1** **Campaign Sourcebook** **$30.00**
Basically, it's a DM's primer - and quite a good one at that too! This product is VERY HIGHLY recommended as a companion to the DMG, the various articles within will make you a better DM! Great to see TSR produce such worthwhile stuff!

**DMGR2** **The Castle Guide** **$33.00**
Contains historic backgrounds for feudal settings, the complete lore of Knights, guides on castle construction, notes detailing unusual castles, rules about siege warfare, plus extra bits like tournaments and generic castles. 128 pages.

**Dungeon Master's Design Kit** **$18.00**
"Scores of organisational ideas, refereeing hints, and ready-to-use materials that will make you a better-prepared, better-organised, and just plain better Dungeon Master." Sounds like crap to me! But I'll concede that it is very useful for novices.

**Battlesystem Miniatures Rules** **$35.00**
See the Miniatures Rules section in this catalogue.

**Castles** • **$50.00**
Boxed set featuring 3 castles from the Greyhawk, Forgotten Realms, & Dragonlance campaigns. Each is fully described with a 48 page book & maps. Due Nov.

**Mertwig's Maze** **$25.00**
For more details see the Fantasy listing in the Wargames section of this catalogue

**The Art of the AD&D Fantasy Game** **$35.00**
126 pages, printed on good gloss stock, dedicated to the magnificent illustrations that adorn TSR product covers/interiors. Includes Elmore, Easley, Caldwell, et al.

**Best of Dragon Vol. #1** **$9.00**
AD&D material doesn't come much earlier than this! Gary Gygax and his accomplices get to dust off their old articles. Includes a design forum, humor & variants.

**Best of Dragon Vol. #2** **$11.00**
Features 6 interesting NPC Classes, lots of AD&D essays from the pen of Gygax, and various articles discussing a wide variety of topics of value to dedicated DMs.

**Best of Dragon Vol. #3** **$11.00**
With brilliant articles on non-human races (now in 2nd Ed.), several great essays on Dragons, in depth discussions on charcter classes, plus a new aerial race.

**Best of Dragon Vol. #4** **$10.00**
Not in stock at the time of typing, thus you'll have to survive without a description.

**Best of Dragon Vol. #5** **$10.00**
Contains a plethora of articles that cover virtually everything from ancient firearms, and title-generator tables for powerful characters, to guidelines for 'Wish' spells.

**The Art of Dragon Magazine** **$35.00**
128 pages of colour and black & white illustrations that have graced the pages and covers of Dragon magazine since those early issues thru to recent times.

# DRAGONQUEST

**FANTASY** **TSR's** reprint of the old **SPI** classic. The magic, combat & character-creation systems are great; although the detailed mechanics makes it slower to play than AD&D. This is a limited edition print run! **TSR**

**DRAGONQUEST** **$35.00**
156 page softcover book with 3rd Edition rules, includes a complete adventure.

**DQ1** **The Shattered Statue** **$13.00**
TSR's first, and only, hybrid module that is playable with AD&D or Dragonquest.

# ETERNAL CHAMPION

**SCIENCE & SORCERY** The Eternal Champion is a mystical hero who lives upon all planes of existence, in all ages and times. A series from the books of M. Moorcock. All items below are at special prices! **Chaosium**

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| **STORMBRINGER** 2nd Ed. (Hardback) | **$45.00** |
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| **Black Sword** | **$12.00** |
| Shattered Isle | $15.00 |
| **Stealer of Souls** | **$12.00** |
| White Wolf | $20.00 |

# G.U.R.P.S.

**GENERIC** An elegant system with supplements for every type of RPG genre that can be easily linked to the basic mechanics without the need to learn a new set of gaming rules. Ideal for multi-style characters. **SJG**

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| **GURPS BASIC RULEBOOK 3rd Edition** | **$35.00** |
| GURPS Character Sheets | $11.00 |
| **GURPS Blank Character Sheets** • | **TBA** |
| GURPS Hi-Tech (weapons-technology thru the ages) | $30.00 |
| **GURPS Reference Screen** | **$13.00** |
| GURPS Player's Book | $20.00 |
| **Fantasy RPG - 2nd Ed.** • | **$35.00** |
| Fantasy GM's Pack • | TBA |
| **Fantasy Bestiary** • | **$30.00** |
| Fantasy Folk (races) • | $30.00 |
| **GURPS Magic** | **$30.00** |
| GURPS Magic Items • (due Dec.) | $30.00 |
| **Harkwood** | **$15.00** |
| Man-to-man Fantasy Combat | $10.00 |
| **Orcslayer** (for Man-to-man) | **$10.00** |
| Tredroy | $16.00 |
| **Witch World RPG** | **$35.00** |
| **Conan RPG** | **$30.00** |
| Conan - Beyond Thunder River (Solo) | $18.00 |
| **Conan - Moon of Blood** (Solo) | **$15.00** |
| Conan - And the Queen of the Black Coast (Solo) | $15.00 |
| **Horror RPG 2nd Ed.** • (due Oct.) | **$35.00** |
| The Old Stone Fort | $15.00 |
| **Zombietown U.S.A.** | **$15.00** |
| Flight 666 | $16.00 |
| **Chaos in Kansas** (also for CLIFFHANGERS) | **$11.00** |
| **Space RPG 2nd Edition** • | **$??.00** |
| Cyberpunk RPG • | $??.00 |
| **Ultra-Tech** • | **$??.00** |
| Aliens • | $35.00 |
| **Space Atlas** | **$15.00** |
| Space Atlas Vol. II | $15.00 |
| **Space Atlas Vol. III** | **$??.00** |
| Space Bestiary • | $??.00 |
| **Space GM's Pack** | **$11.00** |
| Unnight | $15.00 |
| **Stardemon** | **$13.00** |
| **Humanx RPG** | **$25.00** |
| For Love of Mother Not (for HUMANX) | $20.00 |
| **Cliffhangers RPG** | **$27.00** |
| Black Diamond I (for CLIFFHANGERS) • | TBA |
| **Supers RPG** | **$30.00** |
| Super Scum | $19.00 |
| **Deathwish** | **$13.00** |
| Supertemps • | $18.00 |
| **International Super Teams** • (due Nov.) | **$30.00** |
| **Ice Age RPG** | **$15.00** |
| Japan RPG (Fuedal & Fantasy) | $27.00 |
| (The) **Prisoner RPG** • | **$30.00** |
| Riverworld RPG | $30.00 |
| **Special Ops RPG** | **$34.00** |
| Swashbucklers RPG | $25.00 |
| **Time Travel RPG** • (due Dec.) | **TBA** |
| Wild Cards RPG | $34.00 |
| **GURPS Martial Arts** • (due Sept.) | **TBA** |

# HUNTER PLANET

**SCI-FI** An Australian made RPG about Alien tourists hunting humans on Earth for recreation. With an emphasis on FUN role-playing, not a serious dice-rolling confrontation or moralistic conundrum. **HPAC**

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| **HP Executive Pack** (contains all of the below items) | **$25.00** |
| HUNTER PLANET 2ND Edition | $10.00 |
| **Sindee: The Adventure** | **$10.00** |
| Character Record Sheets | $4.00 |
| **CM's Screen & Mini Adventure** | **$6.00** |

# LACE AND STEEL

**FANTASY** Another Australian production. Imagine, if you can, the Three Muskateers - add some magic, plus various mythical monsters, and some clever game mechanics. Highly recommended! **TAG**

**LACE AND STEEL** **$40.00**

# MARVEL SUPERHEROES

**SUPERHERO** The vile villians and heroic heroes of the MARVEL comics universe bully, batter and butcher each other in a never-ending contest for truth, justice and machismo dominance over their peers. **TSR**

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| **MARVEL SUPERHEROES** | | **$40.00** |
| MARVEL SUPERHEROES ADVANCED | | $40.00 |
| **Deluxe City Campaign Set** (New York) | | **$40.00** |
| The Uncanny X-Men Special (boxed - due Oct.) • | | $40.00 |
| **MA2** | **Avengers Coast-to-coast** | **$27.00** |
| MA4 | The Fantastic Four | $20.00 |
| **ME1** | **Cosmos Cubed** | **$13.00** |
| ME2 | Ragnarok and Roll | $13.00 |
| **ME3** | **The Left Hand of Eternity** | **$18.00** |
| MH1 | The Breeder Bombs | $13.00 |
| **MH3** | **Murderworld!** | **$13.00** |
| MH4 | Lone Wolves | $11.00 |
| **MH7** | **The Last Resort** | **$13.00** |
| MH8 | Fault Line | $13.00 |
| **MH9** | **The Gates of 'What If?'** | **$16.00** |
| MHAC3 | Fold-up Figures Set | $13.00 |
| **MHAC4** | **Pit of the Viper** | **$13.00** |
| MHAC7 | Concrete Jungle | $14.00 |
| **MHAC8** | **Weapons Locker** | **$13.00** |
| MHSP2 | Secret Wars II | $20.00 |
| **MLA1** | **After Midnight** • | **$20.00** |
| MLA2 | Night Moves (due Sept.) • | $20.00 |
| **MLA3** | **Night Life** (due Dec.) • | **$20.00** |
| MLBA1 | Mutating Mutants • | $12.00 |
| **MT1** | **All This and World War Two** | **$18.00** |
| MT2 | The Weird, Wierd West | $20.00 |
| **MT3** | **The Revenge of Kang** | **$20.00** |
| MU1 | Handbook of the Marvel Universe: A-D | $30.00 |
| **MU2** | **Handbook of the Marvel Universe E-M** | **$30.00** |
| MU3 | Handbook of the Marvel Universe M-S | $30.00 |
| **MU4** | **Handbook of the Marvel Universe S-Z** | **$30.00** |
| MU5 | Handbook of Marvel Universe 1988-89 | $35.00 |
| **MU6** | **Handbook of Marvel Universe 1989-90** | **$35.00** |
| MX1 | Nightmares of Futures Past | $15.00 |
| **MX2** | **The X-Potential** | **$16.00** |
| MX3 | Reap the Whirlwind | $13.00 |
| **MX4** | **Flames of Doom** | **$13.00** |

# MECHWARRIOR

**SCI-FI** A bloody galatic war fought by five powerful political factions for water resources and the lost military technology of the ancients. **FASA**

For further titles see *BATTLETECH* in **WARGAMES** section.

**MECHWARRIOR** **$30.00**
144 page softcover - a moderate complexity system that focuses on the turbulent lives of the men & women who pilot massive mechines of war in the 30th Century.

**Battletech: 20 Year Update** **$22.00**
3050AD - a lot of changes have transformed the universe, and this 96 page book details all the political & military effects: new leaders, aliances and weapons.

**Mercenary's Handbook** **$27.00**
The universe has been consumed by wars for over 200 years, for mercenaries it doesn't come much better than this! 104 pages of unit descriptions, contracts, tactics, employers, dirty tricks, unit creation, campaign games, uniforms, and more.

**The Periphery** **$30.00**
Extending into interstellar space from the fringes of the Inner Sphere, the Periphery is fragmented into countless small kingdoms and fragile alliances. 160 pages.

**House Steiner** - The Lyran Commonwealth **$30.00**
Economically the strongest of the Inner Sphere, but led by the weakest military hierarchy. 176 pages, including uniforms, rank insignias, unit crests, medals, etc.

**House Davion** - The Federated Suns **$30.00**
The largest and most powerful of the 5 Successor States in the Inner Sphere. This 210 page book includes history, leaders, wars, government, economy, culture, ect.

**House Kurita** - The Draconis Combine **$30.00**
Set on conquering the Inner Sphere, Kurita is one of the most feared houses. A quasi-fuedal respect for the warrior's code makes this empire strong. 192 pages.

**House Liao** - The Capellan Confederation **$30.00**
Wily, treacherous & formidable - a threat to Inner Sphere stability, although no other empire at this point in time considers Liao a problem... yet! 160 pages.

**House Marik** - The Free Worlds League **$30.00**
Weakened by centuries of war, and inner turmoil, House Marik has entered into an alliance that may change forever the balance of power.168 pages.

**The Star League** **$30.00**
Alek Kerensky ruled 3,000 star systems, and all the Houses deferred to his will. It was a golden age, technology fueled man's advancement towards utopia. But war, and the lust for powerful machines of destruction, ended this great era. 192 pages.

**The Fourth Succession War** - Military Atlas Vol. I **$30.00**
Davion invades the Capellan Confederation - the entire Inner Sphere is soon aflame! This 128 page book, with text & colour maps; details the early campaigns.

**The Fourth Succession War** - Military Atlas Vol. II **$30.00**
Contains information on all the battles from 3029 to 3030, including tactical and strategic maps (in colour) , and unit organisations. 128 very detailed pages.

# MEGATRAVELLER

**SCI-FI** The vast Imperium has collapsed into interstellar chaos: rebellion, military treachery & plundering alien forces are but a fraction of the turmoil that exists. In space no one can hear your die roll! **GDW**

**MEGATRAVELLER** **$60.00**
Boxed set containing the Referee's Manual, the Player's manual, an Imperial Encyclopedia, a colour map of the Spinward Marches, and a brace of dice.

**C.O.A.C.C**: Close Orbit & Airspace Control Command **$22.00**
A sourcebook for aircraft (as opposed to spacecraft kids!), includes craft design, COACC operations, tech level evolution, combat rules, and a campaign. 96 pages.

**Fighting Ships of the Shattered Imperium** **$22.00**
A compendium of 58 vessels from the Imperial Navy. Includes stats for Battleships, Cruisers, Carriers, Escorts & Auxiliaries. With illustrations & fleet details. 96 pages.

**Imperial Encyclopedia** **$22.00**
Presented herein are all the basic facts concerning the Imperial Wars, stellar history, the nobility, Library data, equipment lists and starship travel. 96 pages.

**Knightfall** • **$22.00**
A routine trade expedition is captured by rebels, while escaping they meet a Knight who may have discovered a fabled lost city of technological wonders! Due Sept.

**Manhunt** • **TBA**
The first volume in the 'Onnesium Quest Trilogy' series. It involves an epic search across the shattered Imperium for a mineral-rich asteroid belt. 56 pages. Due July?

**Player's Manual** **$22.00**
Filled with the usual stuff: character creation & classes (18 career types), skills (159), combat resolution, damage rules, psionics & background details. 104 pages.

**Rebellion Sourcebook** **$22.00**
Explains the origins and consequences of the rebellion, the fate of the Imperial Fleet, as well as detailing the 13 factions that exist. Complete historical notes are included, plus political/military maps and a catalogue of equipment. 96 pages..0.

**Rebel's Tales** • **$22.00**
Further detailed information concerning the unstoppable rebellion that consumes the vast Imperium. Includes five desperate adventures. Due Nov.

**Referee's Companion** **$22.00**
Features essays on the four major alien races, rules for large scale combat, the Imperial (& alien) calendar, plus information on robots, research, mega-corporations, communications, mapping, technology, and more! 96 pages.

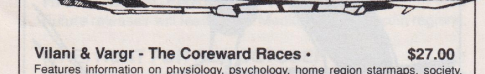
**Referee's Gaming Kit** • **$20.00**
What you get for your bucks is a 6-panel hard-card ref's screen, as well as practical hints & tips on gaming, 8 equipment data sheets plus two mini adventures.

**Referee's Manual** **$22.00**
Contains the usual sort of stuff - a generator for star systems & worlds, plus rules for encounters, trade & commerce, craft design, starship combat, etc. 104 pages.

**Robots & Cyborgs** • **TBA**
An updated and expanded version of '101 Robots'. Due early 1991.

**Starship Operator's Manual** • **$20.00**
A detailed analysis of how a starship works - the hardware, mechanics, crew duties & software functions. Plus the "Old Timer's Expert Advice" & deckplans. 66 pages.

**101 Vehicles** • **$22.00**
I think the title adequately describes the contents. Each entry includes an illustration and full game-stat profile - comprehensive military, civillian & alien coverage.



**Vilani & Vargr - The Coreward Races** • **$27.00**
Features information on physiology, psychology, home region starmaps, society, culture, history, new rules, technology and role playing tips! 104 pages.

**World Builder's Handbook** • **$25.00**
Includes world survey procedures & survey/sensor equipment listings, plus rules for creating environments with exotic alien cultures & unusual locations. 96 pages.

# MIDDLE EARTH

**FANTASY** J.R. Tolkien's beautiful, magical world of *THE LORD OF THE RINGS* is brought to vivid life and bold colour with this moderate complexity, but well crafted system. **Iron Crown**

**MIDDLE EARTH 2ND Ed.** **$25.00**
This boxed set contains a 128 page rulebook, a booklet of maps, an excellent 32-page introduction to role-playing, plus 56 colour cardboard characters with stands.

## SUPPLEMENTS

**Guide Book to Middle Earth** **$15.00**
Contains vital information concerning climate, languages, and geography of Middle Earth - plus a 24"x36" colour map that includes the Wild Lands and trade routes.

# MIDDLE EARTH CONT.

**MERP Adventure Guidebook II** **$22.00**
Sourcebook for northwest Endor and surrounding lands. Includes a colour map, an Elvish dictionary, and a comprehensive glossary of people, cultures, places, etc.

**MERP Combat Screen 2nd Ed.** **$12.00**
Contains the tables needed for combat, maneuver, and other such strenuous pursuits - all on an 11"x34" cardstock screen - plus 2 handy quick-reference sheets.

**Middle Earth map: Folded** **$10.00**
A beautiful 24"x36" colour map of Middle Earth and the Wild Lands to the north, east and south. This is the same map that appears in the MERP Guidebook.

**Mythic Greece - The Age of Heroes** **$25.00**
A campaign sourcebook wherein characters vie with terrible monsters, explore mysterious lands, and compete for the favors of the very gods. Includes Demigod characters, new creatures & treasures, specialised magicks, and more. 160 pages.

**Robin Hood** **$22.00**
Another alternate campaign sourcebook, with two 11th century English settings - the Forest of Dean on the Welsh Marshes, and Sherwood Forest. With new medieval skills & professions, and invaluable generic bandit/guerilla info. 160 pages.

**Vikings** **$18.00**
Battle Sea Dragons and pirates off the Irish Coast, or sail one of the famed Dragon-Boats south to the untamed shores of North Africa! Combat, trading, folklore, monsters, kings & gods - everything that haunted and prowled and walked the world of the Norseman comes alive in this vast, historically accurate book. Great!

**Pirates** **$25.00**
Creates the boisterous world of 17-18th century pirates and buccaneers. From the rowdy ports of the West Indies, to the savage coasts of Africa - grand adventure, wealth and peril await all who sail with the Jolly Roger. 160 pages.

**Mythic Egypt** • **$25.00**
A land of dust and heat, an era of God-Kings and Sorcerors. Enter the desert wilderness wherein Djinn and Sphinxes wander; search for the treasures of Royal Dead, but beware their undead guardians. 160 page sourcebook. Due August.

## FORTRESSES OF MIDDLE EARTH

**Calanhad: A Beacon of Gondor** • **$18.00**
Located in the northern foothills of the Ered Nimrais - this is one of Minas Tirith's 7 Beacon Towers. With multi-level floorplans, room descriptions & adventure ideas.

**Halls of the Elven-King** **$10.00**
Features the Thranduil Wood Elves' underground city in Mirkwood. Detailed layouts, perspective illustrations, and plans makes this an ideal generic product.

**Teeth of Mordor** **$10.00**
Interior & exterior information on the two towers that guard the entrance to Mordor, land of Sauron. This series, of products are all useful in any fantasy RPG!

**Weathertop: Tower of the Wind** **$10.00**
A huge tower-fortress caught up in the struggle between Arnor's three successor kingdoms. Includes extensive notes on history, design & garrison. Plus lots of maps

## SOURCEBOOKS

**Creatures of Middle Earth** **$18.00**
Gaming information on all manner of critters that inhabit the lands of Middle Earth - from noble Elven horses to fierce Balrogs. Each species has a general history and a character glossary that lists major individuals from Tolkien's books.

**Lords of Middle Earth I: The Immortals** **$20.00**
Covers everything you needed to know about the Elves, Valar, Maiar, and the Great Enemies. With history, powers, personalities, game stats, etc. 112 pages.

**Lords of Middle Earth II: The Mannish Races** **$20.00**
A wealth of information concerning the Kings of Arnor, Gondor & Numenor, Aragorn the Ranger, Boromir, the Witch King of Angmar, brave Eowyn & the Ring Wraiths.

**Lords of Middle Earth III** **$20.00**
For those that missed out on being in the other books - the surprising Hobbits, secretive Dwarves, patient Ents, hideous Orcs, and foul Trolls. 112 pages.

**Minas Tirith** **$30.00**
A 160 page hardback city supplement with a double-sided 16"x20" colour map, 40 pages of floorplans & layouts, plus history, personalities, etc.

**Treasures of Middle-Earth** **$22.00**
The list includes arms, armor, apparel, equipment, jewlery, gems, art, musical instruments, rings & tools. Background details feature the history of important items as well as essays on their creators - the techniques and materials. 144 pages.

## CAMPAIGN MODULES

**Dunland and the Southern Misty Mountains** **$20.00**
Dunland is a nation whose warrior Clans jealously guard their independence. The Southern Mounts is a hazardous realm known to shelter Giants, Elves & Dragons!

# MIDDLE EARTH CONT.

**Empire of the Witch King** **$25.00**
Angmar - a bleak and twisted land that hides the evil Witch King. Here dark Warrior Priests & Orcs prowl the landscape while fell creatures like Dragons & Trolls hunt.

**Ents of Fangorn** **$20.00**
Here dwell the Ents, an ancient & patient race. These noble beings guard the trees against axe and fire, for Fangorn is a remnant of the great Forest from ages past.

**Far Harad - the Scorched Land** **$20.00**
The desert city of Bozisha-Dar guards a torpid ocean of sand, deep within this ever shifting terrain live the legendary warriors of the rugged nomad tribes.

**Ghost Warriors** • **$18.00**
Deep within the gutrock of Misty Mounts lies the twisting labyrinth called the Riddle Caves. Only here in the endless night can be found the key to a mystery. Due Aug.

**Gorgoroth** • **TBA**
The blasted realm upon which Mount Doom broods - and wherein the One Ring was forged! Home to Sauron's mightiest fortresses. 144 pages with 3 scenarios.

**Greater Harad** **$20.00**
Nestled between desert & mountain, the seven cities is a cosmopolitan oasis where commerce is the law. But the Ringwraith called Storm King plots its downfall.

**Havens of Gondor - Land of Belfalas** **$20.00**
Sail with the Corsairs of Umbar as they battle Dol Amroth's white ships. Or search the Elven haven of Edhellond and the famous beacon they call the Sea-ward Tower

**Isengard and Northern Gondor** **$20.00**
Home to the fierce Dunlendings, Druedain, and Calenardhrons. And site of the infamous citadel known as the Tower of Orthanc - with detailed floorplans & maps.

**Lorien and the Halls of the Elven Smiths** **$20.00**
Eregion - the grandest Elven kingdom, a fabled land of spires, manor & ruins. Includes information concerning the rings (plus the Water Ring), and Elven history.

**Lost Realm of Cardolan** **$20.00**
Life is hard & unforgiving in Cardolan - war is constant and mercenary bands thrive in the bloodshed. Dare you face the evil wrath of the Witch King of Angmar?

**Mirkwood - The Wilds of Rhouanion** **$25.00**
This large 128 page module includes color maps, layouts on major sites of interest, descriptions of the many races that inhabit the region and famous personalities.

**Moria - the Dwarven City** **$20.00**
Details the caves and mines that worm their way deep into the ancient gut of the Misty Mnts. Some have called this the greatest & richest dungeon in Middle Earth!

**Mount Gundabad** **$20.00**
From the grim halls of the Goblin city to the mysterious Underdeeps, Mount Gundabad hides a veritable warren of evil monstrosities and cruel Orc hordes.

**Rangers of the North - the Kingdom of Arthdedain** **$20.00**
Home to the faithful of fallen Numenor, known as the Rangers - a secretive, wandering people who protect the eastern borders against the forces of darkness.

**Riders of Rohan** **$20.00**
The Rohirrim are a proud and brave breed whose cavalry skills are unsurpassed in all the land! These renown warriors despise the Dark Lord, and mistrust all magic.

**Sea Lords of Gondor - Pelargir and Lebennin** **$20.00**
Privateers & corsairs prowl the Bay of Belfalas, avoiding the Royal Fleet and preying on unwary merchant vessels. Here can be found great beauty and eerie decay.

**Shadow in the South** **$20.00**
Domain of the Nazgul called Storm King - a land of wild shores, dark woods, rugged mountains, and black legacies. Savage, passionate tribes fight for their survival.

## ADVENTURE MODULES

**Assassins of Dol Amroth** **$10.00**
Three adventures - Avenge a Knight of great renown, survive the terrible dangers of a 'deserted' manor house, and lead a brave assault into an eerie stronghold.

**Brigands of Mirkwood** **$10.00**
The settlement of Strayhold is a dark carnival filled with rogues, vagabonds & rare merchandise. The labyrinthine streets cloak all manner of surprises, and danger!

**Dark Mage of Rhudaur** **$12.00**
A kingdom in decline, where Orc hordes lay siege to Beacon Towers, barbarians plunder wealthy trade routes, and the ancient Yfelwood shadow prowls the night.

**Denizens of the Dark Wood** **$10.00**
Brooding Mirkwood plays host to a Necromancer, and Orcs from the Grey Mounts. When peasants start disappearing it mightn't be that fault of Trolls or Giant Spiders!

**Erech and the Paths of the Dead** **$12.00**
The Daen Coentis swore allegiance to Gondor upon the half-buried Stone of Erech. It is here that the Army of the Dead shall gather to right their ancient Oath-breaking

**Forest of Tears** **$12.00**
Jungle frolics - the secretive Honnin are troubled by a cannibalistic spirit who preys on its worshippers, and a Tavari seduced by Sauron's dark promises of power.

**Gates of Mordor** **$10.00**
Search North Ithilien for a stolen shipment of wine & ale. Evict a brazen band of Scara-hai Orcs from a decayed tower. Discover a sorcerer's gruesome experiment.

**Ghosts of the Southern Anduin** **$10.00**
On foggy nights a ghost haunts the mighty Anduin river. Inland, a mysterious blight has fallen like an evil shadow upon the trees and crops, withering everything.

**Goblin-Gate and Eagle's Eyrie** **$10.00**
Plunge into the dark and deadly labyrinth that is Goblin-Gate, battle fierce Giants, or join the Great Eagles as they soar among the peaks of the Misty Mountains.

**Haunted Ruins of the Dunlendings** **$10.00**
A reward is offered to find the thugs responsible for the slaying of 16 merchants. An abandoned temple harbors a King's fortune, and death in its many guises! Rescue the son of a wealthy Lady from Dunnish warriors, and a haunted butte.

**Hazards of the Harad Wood** **$12.00**
3 enigmas can mean misfortune or disaster for the rural folk living near the Vale of Tears. And the lush beauty of the Suza Sumar often disgorges forgotten menaces.

**Mouths of the Entwash** **$10.00**
Hideous undead Mewlips stalk all who dare to enter the fetid interior of its swampy domain. All manner of vile monstrosity infests this brutal land of bog, marsh & fen.

**Perils on the Sea of Rhun** **$10.00**
Face assassins, the Cult of the Long Night, and Sauron's dark minions. The Sea of Rhun is a place of bitter secrets and unnameable forces ever hungry for power.

**Phantom of the Northern Marches** **$12.00**
The terrified inhabitants of a small village are menaced by one seeking revenge. In the moors at night the earth trembles with the footsteps of something very large & quite voracious. A large Firedrake awaits a challenge in the smoldering town hall.

**Pirates of Pelargir** **$10.00**
Dare to sail against the murderous pirates of the Red Cliff! Search for the hiding place of the Laughing Raiders. Storm a pirate stronghold to rescue captive slaves.

**Raiders of Cardolan** **$10.00**
Now is the time to enter Black Wood and stop the dark rebellion within. Plan the downfall of sea raiders before they return for more plunder and innocent blood.

**Rivendell - House of Elrond** **$10.00**
Details the hidden vale of Imladris - the wondrous home of Elrond, haven for the Eldar and the last Kings of Arnor, and meeting place of the famed White Council.

**Rogues of the Borderlands** **$12.00**
Snow-capped peaks and deep forests, whose shadows hold fell beasts, surround the isolated hamlets and farmsteads where only the fearless or hardy dare dwell.

**Thieves of Tharbad** **$10.00**
Adventure awaits within an inland port whose proud grandeur cannot fully disguise the decay and discontent that festers behind the mean facades of its lesser streets.

**Warlords of the Desert** **$10.00**
Visit the bustling port city of Dar, encounter its wealthy traders and rogues from Far Harad and beyond. But beware the skulking agents and assassins of the Nazgul.

**Woses of the Black Wood** **$10.00**
Try to stop the night terror that haunts the People of Bor Leath. Meet the herb mistress who is protected from the dangers of Black Wood by the animals she has befriended. Or search the extensive grottos of the Woses for ancient treasure.

# PARANOIA

**SCI-FI** A humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, weird inventions, wacky scientists and psychotic robots. **WEST END**

**PARANOIA 2ND Ed.** **$35.00**
This boxed set contains the book listed below, as well as a 16 page booklet called 'The Compleat Troubleshooter' and a die ideal for bouncing around on a table top!

**Paranoia Book** **$25.00**
134 page softcover book that presents all that's needed to know (and some things that aren't!) about killing off characters... er, giving the players a fun and light-hearted evenings gaming. includes a 28 page adventure and a jumble of handouts.

A Paranoia gamemaster in action.

**Acute Paranoia** **$20.00**
Introduces robot characters, sanity tests, nasty biochemical agents and new secret societies! Also includes a collection of entertaining adventures. 80 pages.

**Alice Through the Mirrorshades** **$20.00**
The Computer has crashed! The Vulture Warriors of Dimension X watch horrified as they are 'volunteered' to go back in time to execute the person responsible. Fully compatible with CYBERPUNK characters and settings.

**Alpha Complexities** **$18.00**
The usual stuff - an incredibly frightning briefing; a desperate battle against invisible Communists; loads of defective R&D equipment; a host of severely disturbed 'bots; a (probably one-way) trip Outdoors; and a trashy science fiction mega-villain!

**An Excessory Pack for Paranoia** **$25.00**
Featuring a 3-panel Gamemaster's Screen, 75 'Cardstock Commies' with plastic stands, 12 character sheets and 3 copies of 3 different bureaucratic triplicate forms.

**Clones in Space** **$18.00**
Eager Troubleshooters get to enjoy the exciting, but slightly gut-squashing, effects of lift-off. The survivors get a handy lesson in weightlessness and a lucky few learn about the curious effects of hard vacuum. So much fun hardly seems fair!

**Crash Course Manual** **$30.00**
Anarchy reigns: the Computer is dead! Now clones rise up against their oppressors and secret societies take control. But somewhere the computer may still survive...

**(The) D.O.A. Sector Travelogue** **$30.00**
Vacation capital of Alpha Complex - stroll the quite corridors, sip Bouncy Bubble by the light of a dozen surveillance camera or have running firefights with your friends.

**Don't Take Your Laser to Town** **$18.00**
From a time when clones were clones and 'bots were 'bots and player characters were cowering under buildings. Beware of Black Bot and his band of cutthroats!

**Extreme Paranoia •** **TBA**
This Paranoia boardgame has not yet been produced,

**Form Pack** **$18.00**
Includes The Equipment Request Form, The Equipment complaint Form, The Form Request Form (all in triplicate), and a bizarre bureaucratic mini adventure.

**Gamma-Lot** **$20.00**
Knights, castles & dragons in LOT Sector - merry olde England meets not-so-merry Alpha Sector Troubleshooters. Features the return of Randy the Wonder Lizard!

**Hil Sector Blues** **$20.00**
First edition campaign pack - a fantastic compendium of facts, rumors, innuendos, and outright lies concerning Hil Sector police duties in Alpha Complex.

**(The) Iceman Returneth** **$18.00**
A freeze-dried High Programmer from the past is accidently thawed - only the most naive, moronic, just-plain-stupidest Troubleshooters would ever get involved with treason of this magnitude. So naturally all players will jump at the chance!

**More Songs About Food Vats** **$18.00**
Classic Paranoia - thrilling chases, comedy & more explosions than you can shake a neurowhip at. Includes handouts and props to make the players feel important.

**(The) People's Glorious Revolutionary Adventure** **$20.00**
The Communist Controlled Complex Population (CCCP) toils selflessly under the benevolent rule of the Big Red One, Tovarich Computer. The players finally get to be Commies and TRASH Alpha Complex - just like they've always dreamed of!

**(The) R&D Catalogue •** **$28.00**
Remember all of those strange, and sometimes downright confusing, gadgets and weapons that usually self destructed or maimed everyone within reach when they were used? Well here they are again - all of them! Also with an adventure. Due Aug

**(The) Secret Society Wars Adventure •** **$20.00**
Death, destruction and a comedy of errors as only Paranoia can offer. Due Sept.

**Send in the Clones** **$18.00**
If struggling thru the sewers tracking Commies whilst being serenaded by treasonous songs doesn't sound terribly funny, then listen to the funbot for a few minutes.

**The Computer always Shoots Twice** **$20.00**
2nd ed. reprint of 'Send in the Clones' and 'Orcbusters' - a heroic fantasy escapade wherein characters can experience the thrill of being turned into slugs! 96 pages.

**Twilightcycle: 2000** **$20.00**
Welcome to WWIII San Francisco where visitors get sandwiched between Soviet & US forces hellbent on getting the Alpha Complex Computer prototype, and blowing the smoking crap out of each other. Fully compatible with GDW's TWILIGHT 2000.

**Vapor's Don't Shoot Back** **$15.00**
It's the 84th Annual High Programmer's Invitational Tournament - and players are asked to compete ... or else! By the way, this competition is extraordinarily illegal.

**Yellow Clearance Black Box Blues** **$15.00**
Battle against traitors to the computer, including a deadly conspiracy of Communist Mutants of unbelievable power, armed with weapons one can hardly begin to imagine. Please note that survival 'aint going to be the Computer's problem.

**Vulture Warriors of Dimenson X •** **$30.00**
Sorry folks, but I haven't got a copy of this title to review. No doubt it's just as crazy as the rest - so sit back and enjoy... just as long as there aren't any survivors!

# PALLADIUM

**FANTASY** A n RPG that is obviously based on the AD&D system, but contains a lot less game mechanics - ideal for those who like AD&D but can't find the motivation to read a plethora of rulebooks! **Palladium**

**THE PALLADIUM RPG** **$40.00**
Book II: Old Ones $30.00
**Book III: Adventure on the High Seas** **$30.00**
Book IV: Adventures in the Northern Wilderness $22.00
**Monsters & Animals** **$30.00**
Further Adventures in the Northern Wilderness • $25.00

# ROBOTECH

**SCI-FI** Faithful, and very detailed, recreation of the Robotech - Macross universe: from the destruction of SDF-1 & 2, to the launching of the SDF-3. Mankind faces a reign of terror from an alien army. **Palladium**

**ROBOTECH** **$30.00**
Includes character creation & PC classes, skill descriptions, combat mechanics, complete Mecha & Destroid inventory, data on conventional vehicles, full weapons listing, with Zentraedi background & brief history taken from the films. 110 pages.

**Ghost Ship** **$16.00**
Rebel Zentraedi and hi-tech bandits plunder the massive ring of debris orbiting the Earth - the RDF dispatches its Space Patrol to dig them out. 48 page adventure.

**Lancer's Rockers** **$20.00**
10 years after the Invid invasion: Rook's Knights have been decimated - humanity is starved of hope. New PC classes, Mecha & Invid weapons, plus 7 adventures.

**RDF Manual** **$20.00**
With optional rules, additional R.D.F. weapons & vehicles, a global summary of events, character sheets, plus a military/resource New Earth atlas. 48 pages.

**RDF Accelerated Training Program** **$16.00**
Features new skills & abilities, NPC generators, and briefs on strategy - plus a small selection of mecha and vessels. 56 pages, with multiple training missions.

**REF Field Guide** **$30.00**
Profusely illustrated guide to the mecha, ships, weapons, vehicles, bases, equipment, uniforms, etc. for the REF, Inorganics, Invid, Robotech Masters & Zentraedi.

**The Invid Invasion** **$30.00**
112 page sourcebook on Invid & human equipment and backround details, as seen in the TV series. Includes more combat rules, and weapons only briefly used.

**The Return of the Masters** **$25.00**
A sourcebook for the rugged Indochina quadrant, the G-95 satellite factory, and the R.D.F. Moon Bases. With adventures, mutants & G-95 drone data. 88 pages.

**The Sentinels** **$35.00**
New PC REF classes & Sentinel alien races, more combat rules and descriptions for new Destriods, Cyclone bikes, Veritech fighters, spacecraft & more! Plus details on Invid history, Mecha, Inorganics, Hives, ect. 3 adventures - 160 pages.

**The Zentraedi** **$16.00**
Giants cloned solely for the brutal purposes of war - the Zentraedi are a violent and uncompromising creation. 48 pages of history, mecha, ships and PC details.

**Southern Cross** **$25.00**
Gaming material from the Southern Cross animation series: with character education & skills, extensive notes on armies, weapons & equipment. 112 pages.

# ROLEMASTER

**FANTASY** A very detailed, and good quality RPG, it stands on its own for playability, but is fully compatible with Middle Earth modules & supplements. See SHADOW WORLD for further campaign material. **Iron Crown**

**ROLEMASTER 2ND Edition** **$55.00**
Boxed set containing 'Character Law & Campaign Law', 'Spell Law' and 'Arms Law & Claw Law'. The mechanics offer realism and depth without sacrificing playability.

**Arms Law & Claw Law** **$20.00**
Contents include 30 'weapon attack' & 10 'critical strike' tables, 12 animal & martial arts attack tables, and a variety of optional rules. Can be used with any RPG.

**Character Law & Campaign Law** **$20.00**
A complete character development system that includes extensive campaign and gamemaster guidelines. Can be used to improve any Fantasy RPG system!

**Creatures & Treasures** **$20.00**
Provides complete descriptions and game stats for over 500 animals, races, and fell monstrosities. With tables for the generation of unusual treasures or (the bane of every player and a boon for vengeful Gamemasters!) random encounters.

**Creatures & Treasures II** **$20.00**
A compendium of monsters and artifacts. 112 pages featuring a plethora of evil creature and mighty treasures, plus some great illustrations.

**Elemental Companion** **$25.00**
New spell lists, new variant elemental professions, new elemental creatures, complete coverage of the elemental planes, and the history of elemental magic.

**Rolemaster Companion** **$20.00**
What more could you want? 32 new spell lists (many high level), 8 new professions and a variety of new races, creatures, secondary spells & optional rules.

**Rolemaster Companion II** **$20.00**
Does it ever end? 65 new spell lists and over 100 optional skills. Plus comprehensive Master Tables and full descriptions for every Rolemaster skill & profession!

**Rolemaster Companion III** **$20.00**
21 new variant professions, 40 new spell lists, 7 new critical tables, 4 spell attack tables, and more optional rules. But it seems the guys at ICE haven't finished yet...

**Rolemaster Companion IV •** **$22.00**
Now here's a nifty idea - a complete checklist of all the spells, skills, optional rules & professions as seen in the basic rules and all of these bloody companions!

**Rolemaster Combat Screen** **$12.00**
The usual multi-panel GM's screen containing all of the vital charts and tables, plus several game aids for more efficient play.

**Spell Law** **$20.00**
Includes over 2,000 spell descriptions, individual spell attack & critical strike tables, a power point system, detailed alchemy rules, and a variety of optional material.

**CAMPAIGN SOURCEBOOKS**

**Mythic Greece** (See MIDDLE EARTH) **$25.00**
**Robin Hood** (See MIDDLE EARTH) **$22.00**
**Vikings** (See MIDDLE EARTH) **$18.00**
**Pirates** (See MIDDLE EARTH) **$25.00**
**Mythic Egypt** • (Same as above!) **$25.00**

SEE **SHADOW WORLD** FOR ICE's FANTASY UNIVERSE

# RECON

**HISTORIC** The Vietnam conflict - the US & its Allies are pitted against a determined guerrilla opponent, struggling to win a vicious jungle war. Ramboesque frolics in a naplam painted Hollywood machismo act.

**RECON** **$30.00**
Unfortunately this product was sold out at the time of layout production - thus I can't give a more detailed description of it, sorry. It is however the revised edition.

**Advanced Recon** **$15.00**
Same excuse as above, at least with these wasted lines of text I now have a tidy bottom margin rather than an unsightly gap!

# RUNEQUEST

**FANTASY** A popular RPG with its own detailed campaign world: Glorantha! Excellent, detailed mechanics (great combat system) and superb background scource detail. What more could you want? **Avalon Hill**

**RUNEQUEST DELUXE** **$60.00**
Here we go: contains a 16 page intro booklet, a Player's Book (88 pgs.), a Magic Book (60 pgs.), 16 pages of Game Aids, a Gammaster's Book (48 pgs.), a Creatures Book (48 pgs.), an Intro to Glorantha (32 pages), and a big colour map of Fantasy Europe, plus dice. Boxed

**RUNEQUEST STANDARD** **$35.00**
A boxed set with an abridged Rules Book (56 pgs.) and a very small Spells Book (16 pgs.), plus dice & character sheets. I think this is a Runequest primer.

**Runequest Game Master's Box** **$45.00**
Contains the Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), Intro to Glorantha (32 pgs.), various game aids, dice, and a map of Fantasy Europe.

**Runequest Player's Box** **$45.00**
With the Player's Book (88 pgs.) and Magic Book (60 pgs.), plus dice & game aids

**Apple Lane** **$20.00**
The bandit Troll Whiteye & his vicious Trollkin gang have been the bane of Apple Lane for too long! This scurrilous scoundrel must be found and stopped.

**Eldarad - The Lost City •** **$40.00**
A comprehensive city source-pack for Runequest Gateway, but compatible with Glorantha. This boxed set includes several books and a variety of city maps.

**Elder Secrets of Glorantha** **$40.00**
A compendium of Gloranthan lore: more monsters, mysterious artifacts, secrets of Dragonkind, magical crystals & metals, inaccessible lands, weather, Hero Questing, data on all the Elder races, plus new cults and many scenario outlines.

**Glorantha - Genertela: Crucible of the Hero Wars** **$45.00**
A unique, and epic campaign world. Contains a Glorantha Book (40 pgs.), a Genertela Book (100 pgs.), a Player's Book (36 pgs.) & a map. Highly recommended.

**Gloranthan Bestiary** **$19.00**
48 pages, with a Deluxe rules section (if you only own Standard Runequest) - has 70 monsters (from Alticamelus to Zabdamar), includes illustrations.

**Gods of Glorantha** **$40.00**
Details the huge, and diverse, pantheon of the campaign world. There is a selection of 60 cults, religions & collectives representing every facet of Gloranthian life.

**Griffin Island** **$35.00**
From a teeming port township the characters can roam a huge island nation bristling with adventure. With 32 events, 10 scenarios, and some great maps!

**Haunted Ruins** **$25.00**
An ancient Dwarven mansion has become a lair for the sinister Sazdorf troll clan. Mother's scare their children with tales of dark troll secrets, now discover the truth!

**Human or Non-Human Character Sheets** (Each) **$20.00**
Boxed sets, the non-human one features nine species with appropriate skills, etc.

**Into the Troll Realms** **$17.00**
Troll adventures and encounters. Includes a Trollball game, lots o' insects, frenzied Trollkin, and a great little bandit hideout inside a rotting Brontosaur carcass!

**Monster Coliseum** **$40.00**
Boxed set with rules for arena combat & chariot racing. Includes a Monster book (stats for beasties, gladiators, ect), a Coliseum book and 3 maps. Solitaire suitable

**Runequest Cities** **$20.00**
A unique guide to urban adventures. With systematic encounter generation (43 tables!) plus full mechanics for creating instant villages and city locations.

**Snake Pipe Hollow** **$20.00**
Recent years have been relatively quiet, with none of the mass migrations of chaos horrors which earned the hollow its gruesome reputation... until now!

**Trollpak** **$40.00**
The major non-human species of Glorantha. Every facet of these complex creatures is brought to life, enabling players to create detailed characters. 3 books.

**Troll Gods** **$40.00**
Another zesty serving of Troll delights: new deities of darkness, plus new spells, skills & monsters. More Troll secrets & knowledge, and a map of the Troll regions.

# SHADOWRUN

**SCIENCE-SORCERY** A unique blend of fantasy racial stock, with their standard array of magical puissance, blended in a hardcore hi-tech world of surreal punk imagery combined with violent neo-facist elements! **FASA**

**SHADOWRUN** - SPECIAL PRICE! **$35.00**
218 page hardback book that contains the game history to 2050AD, character generation & development, skills, combat, magic, details on the computer matrix, cyber mechanics, equipment, a bestairy, a guide to Seattle, and an adventure.

# SHADOWRUN CONT.

**Shadowrun - Softcover •** $25.00
Fully updated with all the rules corrections and errata.

**Anarchist's Guide to North America •** $25.00
This presents a comprehensive tour of major city sprawls, and includes local laws, trade restrictions, corporations, government, and military data. Due Sept.

**Bottled Demon** $18.00
The bottle is a mysterious artifact covered with ancient cryptic runes. Certain sinister elements will stop at nothing to get it, and dead 'runners don't cause problems

**D.M.Z. - Downtown Militarised Zone •** $70.00
A boardgame that streamlines the combat rules in an urban environment. Due Sept

**DNA/DOA** $18.00
A Shadowrun into the Aztechnology database goes wrong... very wrong. Survival means total escape... and that means a journey thru the deadly Ork underworld.

**Dragon Hunt •** $18.00
A Dragon has had its memory altered, and the missing fragments of its life may be very important. The implications may also be awesome, but someone has to do some serious searching... the pay's good, but the job's hell. Due Sept.

**Dreamchipper** $18.00
Missing experimental pleasure chips, and a series of brutal slayings - the corporation wants its chips returned, and whatever stalks the night streets may have them

**Game Master's Screen** $22.00
Three panel card Game Master's screen that displays all the vital information in an accessible location. Plus a 32 page adventure called "Silver Angel'.

(The) **Grimoire •** $25.00
Designing spells, magical adepts, the enchanting of items, alchemy, magical groups, insect totems and toxic shamens - all are covered in greater detail.

**Harlequin •** $25.00
A subtle series of encounters that will enhance any existing campaign, this compendium of adventures provides the players with a progressively enlarged view of a very complex tale of revenge! Featuring multiple exotic locales. Due Sept.

**Mercurial - in Concert at Underworld** $18.00
Enter the world of megahit rock stars, dreamchip addiction, pleasure and death, corp hitmen, toxic waste, Yakuza sorceresses, and a labyrinth of double-deals.

**Paranormal Animals of North America •** $25.00
Fully illustrated guide to the strange and fierce creatures that roam the polluted skies and twisted underworlds of this nightmare future. Includes colour plates.

**Queen Euphoria •** $18.00
Snatch Euphoria, the simsense star, sit on her for a weekend then let her go - simple! But it's not... something alien and malevolent cuts in on the action - and all hell breaks loose. Features a great cover design.

**Seattle Sourcebook •** $20.00
A comprehensive tour of the city where Megacorps control the money and politics, while Gangs rule the streets. Includes some great theme adverts. 178 pages.

**Sprawl Sites** $25.00
Features an assortment of building plans and typical city encounters, plus detailed NPCs for campaign use and street contacts, as well as new rules and equipment.

**Street Samurai Catalogue** $25.00
Everything the predator-for-hire needs in the savage urban sprawl - firearms, armour, vehicles, cybergear, internal body-wiring, and accessories. 16 pages.

(The) **Universal Brotherhood •** $25.00
This supplement explores how Insect Totems manifest themselves to mankind, and how individuals surrender their identity to collective alien worship. Due Aug.

# SHADOW WORLD

**FANTASY** Kulthea - a unique magical world designed mainly for the Rolemaster system, but useable with any other fantasy RPG. Each module details a specific area, and provides adventures & much more. **Iron Crown**

**Shadow World Master Atlas** $30.00
Presents an overview of the planet Kulthea. Unfortunately at the time of production this product was unavailable for detailed review. This problem will be corrected in the following catalogue.

**Cyclops Vale and Other Tales** $10.00
Ancient treasures and artifacts are a lure to many adventurers, however fierce races and fantastic beasts populate the stark mountains of Peligris that hide them.

**Demons of the Burning Night** $18.00
An unexplored isle, known as Aranmor, is rumored to hold great treasures amongst its ancient ruins - and a terrible array of foul creatures, both magical and Undead.

**Emer •** $50.00
Boxed set with two books - the first is a 96 page guide to the continent of Emer, the second a 96 page Atlas Addendum that covers the world in general and specifically details demons, Dark Gods, places of power, ancient artifacts, constructs, lost technology, magical materials & weapons forging. Includes two large colour maps.

**Islands of the Oracle** $15.00
A dark gate called the Thirsting Cave appears on one of five Abarquan Islands, from within come dread Unlife and vile plagues. Hope of salvation rests with the enigmatic Oracle, but this powerful entity has not been sighted for centuries.

**Jaiman - Land of Twilight** $22.00
Home of the six powerful Crowns of Essence lost during past disasters. Both noble and evil powers search for these magical artifacts, for their worth is beyond value.

**Journey to the Magic Isle** $15.00
The remote island of Uman harbors the University of Magical Arts, and within an ancient volcano lies a mysterious spit of land surrounded by a magical lake.

**Kingdom of the Desert Jewel** $18.00
Gethyra is a nation that supports an orderly & benevolent society. But the deserts & mountains in the wilderness are home to a variety of savage beasts and rich tombs

**Nomads of the Nine Nations** $24.00
Details the rugged lands west of the Guardian Sea. Wondrous sights greet visitors to this vast country, but the threat of both invasion and a dark cult dull the spectacle

**Norek - City State of Jaiman •** $24.00
Jaiman faces a grim future at the hands of an Unlife army, with the threat of invasion and a young Prince's quest for an artifact called the Sea Drake Crown, life for adventurers has just become interesting!

**Quellbourne - Land of the Silver Mist** $18.00
This sounds like a FUN place - undead writhe like maggots in the ruin of the capital city, pirate bands of Ice Krals and raiding Trolls harass the populace, a cult exists only to destroy everything, and the minions of a Spider Goddess hunt for sacrifices.

**Sky Giants of the Brass Stair** $20.00
Deep within the Garlon Mountains of northeastern Jaiman lies the Dwarven King's treasure. But the Dragonlord's Skyriders and a huge Dragon have claimed the area

**Star Crown Empire and the Sea of Fates** $18.00
The eight city states of G'thal offer a welcome respite from the wilderness beyond, but political danger offers a bloody end to curious travelers. Those that survive are quick to mention that court intrigue has its fair share of plunder!

**Tales of the Loremasters** $10.00
Multiple adventures spread across numerous islands wherein reside ghouls, a dragon, phantoms, a Spirit Tree, and other wondrous or terrifying encounters.

**Tales of the Loremasters - Book II** $10.00
Treasure and adventure await those who traverse these pages - meet a prowling demon-warrior, a proud & wily Sphinx, or visit a mysterious meteorite.

**The Orgillion Horror** $10.00
Brave the ruins of Nof-Keh, search for a labyrinthine mausoleum wherein lies the ancestral wealth of an unspeakably evil Clan. But beware the Undead guardians!

# SPACE 1889

**SCI-FI** Moderate complexity RPG, designed for mature-aged players. Set in the Victorian era and based on the works of H.G. Wells & Jules Vern. This is real pulp sci-fi in all its pompous, bold glory. Real fun! **GDW**

**SPACE 1889** $50.00
The Victorian era was an age of adventure; stimulated by colonial opportunism and the heady advances in science, gentlemen explorers braved the persistent European political dogma and ventured into the ether. 200 page hardback book.

**1889 Companion •** $25.00
A 96 page book describing Earth society in 1889, and covering Africa, England and the English Empire in more detail. Due Dec.

**Beastmen of Mars** $18.00
An ancient tomb is discovered, but before its treasures can be exhumed one has to face thieves, bandits, vengeful High Martians, and an eons-old evil monstrosity.

**Canal Priests of Mars •** $18.00
An assassin from a rival cult kills a leading Canal Priest - a complex astrological formula points to a player character as successor - that's when the fun begins!

**Caravans of Mars** $18.00
Sourcebook for the vast eastern deserts. detailing flora, fauna, treasures & mysteries. Also has an adventure concerning a dangerous trek along a desiccated canal.

**Cloud Captains of Mars** $18.00
Karkarham - city of wealth and corruption, spiced with adventure and danger - home port to the nefarious pirates and privateers who plunder the Martian skies.

**Conklin's Atlas of the Worlds** $22.00
With a very handy chronology from 1879 to 1889, plus new naval rules, and maps (some in colour) plus reference material on Mercury, Venus, Earth, Mars & Luna.

(The) **Liftwood Conspiracy** $22.00
The British government wishes to undertake a secret expedition into the forbidden liftwood groves of the Martian Highlands. Intrigue, action & sprawling bureaucracy.

**More Tales from the Ether** $18.00
Four adventures: meet with unsociable swamp pirates, battle the loathsome Lurker, search the barren wastes of the Moab, & avenge the Fort Dickerson massacre.

**Referee's Screen** $20.00
Colourful 8-panel card screen with separate encounter charts & rules expansions.

**Sinister Haunts •** $55.00
This new stock item wasn't available at the time of production, so I don't know what it's about as yet - except that it's a boxed set.

**Soldier's Companion** $30.00
192 pages containing extensive miniatures wargame rules, RPG character backgrounds, notes on sieges, new hardware (pulp-fiction war machines, aerial fliers & naval vessels), and very comprehensive army lists for the 19th century nations.

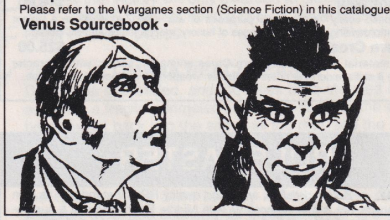
**Steam Wars •** $60.00
Tactical combat boardgame set in the 19th century and featuring Land Juggernauts, aerial fliers, steam battleships and battle tripods. Due Sept.

**Steppelords of Mars** $18.00
The British colony on Mars is threatened with rebellion in the steppes, it is vital that this barren region remain subservient to the Empire, and guess who's got to stop it

**Tales from the Ether** $15.00
Five separate adventures set in Mercury's Twilight Zone, the German colonies on Venus, within Luna's deep caverns, on Her Majesty's Orbital Heliograph Station, and inside the lethal sewers of a Martian city-state. What more could you ask for?

**Temple of the Beastmen** $60.00
Please refer to the Wargames section (Science Fiction) in this catalogue for details

**Venus Sourcebook •** TBA



# SPACEMASTER

**SCI-FI** A detailed system for flexible environments - from a black near future post holocaust Earth, to a culture of high-tech exploration, or a distant time where civilisation has fallen into superstitious ruin. **Iron Crown**

**SPACEMASTER 2ND Ed** $50.00
Boxed set containing a GM Book (80 pgs.), Player Book (128 pgs.) and a Tech Book (96 pgs.). Features 17 PC professions, over 120 skills, a rich selection of character backgrounds, plus some amazing Critical Strike tables, and a star map.

**Action on the Akaisha Outstation** $10.00
Deep Space Outstations are huge constructs that house thousands of beings, they are remote and volatile environments that are vulnerable to violent confrontations.

**Beyond the Core** $20.00
A campaign module set in Frontier Zone Five; safe from the Empire's iron rule, this region has become a refuge for all manner of strange outcasts and adventurers.

**(The) Cygnus Conspiracy** $10.00
On a world shrouded in smog and caressed by acidic drizzle, virtual slaves kneel before the alter of industrial madness; limbs toiling for hidden masters, but minds longing for a bloody release from these cruel bonds - rebellion!

**Disaster on Adanis III** $10.00
An asteroid collides with a rich ocean world's smallest moon, all that remains of the titanic impact is a halo of dust, but global havoc ripples across the planet below.

**Durandrium Find** $9.00
A financially decayed Provincil House desperately seeks the rights to a newly discovered hyperdrive fuel, but faces violent competition and indifferent aliens.

**Imperial Crisis: House Devon in Turmoil** $17.00
Devon Electronics, a megacorporation that has evolved into a feudal multi-star government, faces internal dissension and external terrorism. It needs outside help

**League of Merchants - Lords of the Imp. Underground** $18.00
Campaign book detailing the dynasty of thieves, terrorists & crime lords that insidiously pervades the power structure of the Empire, always hidden & forever hungry

**Legacy of the Ancients** $10.00
Discover a massive derelict colony ship, and uncover its 30 millennia-long genetic Seeding experiment, halted by an accident only months before it was due to finish.

**Lost Telepaths** $22.00
For several hundred years the starship Astra drifted in artificial slumber thru space, guided by a stange and powerful artifact to an ancient tomb orbiting a rogue star.

**Raiders from the Frontier** $15.00
Jade-London, one of the Empire's most powerful and wealthy provinces, faces treachery from jealous competitors and sabotage from the ever-violent Idorians.

**Space Master Combat Screen** $10.00
A 34"x11" card screen packed with info, and 16 pages of handy reference sheets.

**Star Strike** $55.00
See the Wargames (Science Fiction) section of this catalogue for further details.

**Vessel Compendium #1 - Adventurer Class** $18.00
Includes stats for 10 Survey/Exploration vessels, 6 Freighters/Transports, 5 Shuttles, 2 Yachts, 2 Privateers, 2 Scouts, 1 Slaver, 1 Blockade Runner & 1 Courier - plus 2 complete RPG adventures and 65 colour counters for Star Strike.

**Vessel Compendium #2 - Pursuit Class** $18.00
Stats for 8 MMACs, 7 Cutters, 6 Gunboats, 4 TMACs, 2 Destroyers, 3 Cruisers, 1 Blockade Runner & 1 Free Trader - plus 3 optional payload Pods, 3 complete RPG adventures with 11 mini-scenarios and 65 colour Star Strike counters.

**Vessel Compendium #3 - Imperial Ships** $20.00
Stats for 1 Fleet Carrier, 3 Cruisers, 2 Destroyers, 2 Frigates, 2 MMAC Gunboats, 2 TMAC Fighters, 2 SMAC Fighters, 3 Survey Vessels, 3 Transports, 2 Liners, ! Freighter, Scout & Orbital Station - plus RPG adventures and 65 colour Counters.

**Tales from Deep Space** $10.00
From an alien invasion of an orbital laboratory, to the discovery of the legendary Ghost Ship - here are 5 adventures leading into the hostile reaches of the Frontier

**War on a Distant Moon - The Tayan Revolution** $10.00
Aborigines of a small resource-rich world have resorted to terrorist attacks and guerilla warfare in order to rid their planet of the profiteering Imperials.

**Voyage of the Titania •** TBA

# STAR WARS

**SCI-FI** This is a role-playing game in the classic sense - the rules are comprehensive, yet certainly not intimidating; background detail is extensive and sincere to the films, and play is quick and exciting! **West End**

**STAR WARS** $35.00
Contains everything needed to play - character creation, game mechanics, guidelines for campaign atmosphere, and several adventures. 144 pages - hardback.

**Battle for the Golden Sun** $22.00
Sedri is an ocean world, and hidden within its lightless depths is a secret that may doom the Rebellion. An Imperial Sea Garrison has already begun a frantic search.

**Black Ice** $22.00
Rebel spies attempt to steal a massive cargo ship - a vessel five times the size of a Star Destroyer! With deck plans and a STAR WARRIORS mini-scenario.

**Game Chambers of Questal** $25.00
Rebel adventurers try and discover the fate of Tiree, an illustrious Alliance hero, even though the Alliance High Command itself has given up the search.

**Crisis on Cloud City** $25.00
A beautiful, floating metropolis becomes a deadly maze as hunter-killer Droids and Imperial agents entangle the city in webs of deceit, mystery and murder.

**Galaxy Guide 1** $27.00
The definitive collection of backgrounds, statistics, and information on the heroes & villians from the original Star Wars movie. Very well illustrated it is too! 80 pages

**Galaxy Guide 2 - Yavin & Bespin** $27.00
Sourcebook containing two planet profiles - and detailing their moons, inhabitants, special information, nasty beasties, miscellaneous gaming data & adventure ideas

**Galaxy Guide 3 - The Empire Strikes Back** $27.00
Unfortunately at the time of production this item was unavailable for review - this regrettable situation will be corrected as soon as possible.

**Galaxy Guide 4 - Aliens** $27.00
42 strange critters - each with information concerning habitat, culture, tendencies, diet, etc. Great illustrations - ideal for encounters & strange Player Characters.

**Galaxy Guide 5 - Return of the Jedi** $30.00
This volume features descriptions, stories, and game statistics for the characters from the final film in the Star Wars trilogy. Go Jabba!

**Imperial Sourcebook** $35.00
Damn fine 144 page hardback with chapters dedicated to Imp. intelligence, the military, capital ships, custom ordnance, land vehicles, Sector Group organisation, combat artillery, infantry support weapons, special forces, and recruitment/training.

**Isis Coordinates •** $25.00
Agents of the Empire discover the coordinates to an Alliance factory world. The rebels must hunt down & eliminate a Survey Team before it confirms the site. Aug.

**Jedi's Honor •** $30.00
Solitaire adventure involving Luke Skywalker. Search for a new Rebel base site, and rescue the son of a powerful Jedi Knight. 80 pages.

**Otherspace** $22.00
Beyond realspace, past the time-bending corridors of hyperspace, another galaxy waits to be discovered - a strange dimension concealing a great horror.

**Otherspace II: Invasion** $25.00
Transmittions from the planet Stronghold have ceased, no vessels return from its ports - something terrible has occurred, and the whole galaxy is threatened!

**Riders of the Maelstrom** $25.00
Smuggled aboard a luxury liner, Rebel heroes are caught between the power of 2 Imperial Moffs and a savage pirate fleet - the fate of a world hangs in the balance.

**Scavenger Hunt** $20.00
Buried within the melted wreckage of a Rebel base are data banks that can reveal 1,000s of Rebel contacts - and this huge pile of slag is currently in Imperial hands.

**Scoundrel's Luck** $25.00
Solo adventure - Han Solo tries to save Princess Leia from a clutch of bad-asses!

**Star Fall** $20.00
In the twisted wreckage of a dying Star Destroyer, captured Rebel heroes have a slim chance to battle their way through the battered vessel in search of freedom.

**Strike Force Shantipole** $22.00
Battle Imperial starfighters in the vastness of space, chase deadly probots thru asteroid storms, & go up against a heavily-armed escort frigate! Sound too easy?

**Star Wars Campaign Pack** $22.00
Complete data & floorplans for Player Charcters Rebel starship, information on the elite Rebel Irregulars force, 1 mini-adventure plus 5 scenario plots, a STAR WARRIORS scenario (plus counters), and a colur 11"x33" Gamemaster's Screen!

**Star Wars Rules Companion** $30.00
80 pages of revised, expanded, and advanced rules - from new Force skills, to detailed instructions for creating Droids as Player Characters. Well illustrated.

**Tatooine Manhunt** $22.00
Talon, father of the Old Republic Navy, has a 50 million credit bounty on his head. He's on Tatooine, somewhere, and the Rebellion wants him before the horde of Bounty Hunters get their filthy hands/tentacles/paws/claws on him!

**The Star Wars Sourcebook** $35.00
144 page hardback book detailing everything from starfighters and spacecraft systems to droids, aliens, and lightsabers. Very profusely illustrated.

## TEENAGE MUTANT NINJA TURTLES

**SCI-FI** OK kids - you've seen the trend-set ting TV series, read the legendary comic books, bought the highly addictive stuffed toys, and can't wait for the live-action film to appear - now get the zany PRG! **Palladium**

**TEENAGE MUTANT NINJA TURTLES** **$30.00**

After the Bomb $16.00
**Mutants Down Under** (Australian Sourcebook) **$18.00**
Mutants of the Yucatan • $18.00
**Ninjas & Superspies** **$35.00**
Road Hogs $18.00
**TMNT Adventures** **$16.00**
Transdimentional T.M.N.T. $30.00
**Truckin' Turtles** **$18.00**
Turtles Go Hollywood $18.00
**Turtle's Guide to the Universe** **$16.00**

## TOP SECRET

**MODERN** Recreating the daring exploits of secret agents and super spies... blow a plethora of crazy bad-asses away with hi-tech gizmos and go womanizing in exotic locations. The best system in this genre. **TSR**

**TOP SECRET 2ND Ed.** **$40.00**
Boxed set with dice, a Gamemasters screen, a 96 page Player's Guide, a 64 page GM's Guide, a 24 page settings/scenario booklet, a 16 page equipment/character dossier booklet, a set of building blueprints, and 30 colour counters.

**HIGH-STAKES GAMBLE** **$30.00**
Boxed supplement that features a very detailed guide to glamorous Monte Carlo, plus rules and track plans for Grand Prix racing. A 32 page campaign book offers a wealth of adventures, and there is also a number of colour vehicle reference cards.

**TS1 Operation: Starfire** **$15.00**
An Orion Foundation agent disappears, a team is dispatched to investigate and immediately becomes entangled in a mire of deception and political subterfuge.

**TS2 The Doomsday Drop** **$15.00**
A crippled Soviet attack sub on the ocean floor is somehow involved in a Web conspiracy. A secret Orion investigation begins in the Gdansk shipyards of Poland.

**TS3 Orion Rising** **$20.00**
Complete information on the global network of the Orion Foundation, including a wealth of scenario ideas and the full military & political backgrounds of each base.

**TS4 Commando - Brushfire Wars** **$20.00**
Multiple hard-hitting adventures dealing with covert military actions and more military-orientated raids against hijackers, terrorists, and third-world revolutionaries.

**TSA1 The Web •** **$20.00**
A series of adventures that pits the best free-world agents against the powerful resources of Web - an organisation hell bent on global domination.

**TSA2 The Final Weapon •** **$20.00**
Deep within the hidden heart of Web toil scientists & combat technicians, trying to develop the ultimate tools of war. This installation has to be destroyed at any cost!

**TSAC1 The G-4 File** **$18.00**
Presents information on the security & insurgent forces of the world, plus game data on surveillance, communication, personal protection, space and future equipment as well as firearms (including spy & special weapons) and vehicles.

**TSAC2 Agent 13 Sourcebook** **$18.00**
1930 pulp adventure - the Brotherhood is an ancient, yet unknown, organisation set on world domination. An entertaining romp for those seeking a change of pace.

**TSAC3 Covert Operations Sourcebook** **$18.00**
Everything you needed to know about the CIA & KGB - including organisation, personnel, responsibility, expertise, methods, agent backgrounds, and case histories.

**TSAC4 F.R.E.E. Lancers** **$20.00**
Near future sourcebook - the first to utilise the 'Cyberpunk' theme. Includes new skills & very hi-tech equipment, all employed in a world gone mad with industry & espionage. A grim setting indeed for the near-superhuman agents of tomorrow.

**TSAC5 Commando** **$20.00**
Get out of the slick, glamourous world of exotic locations & beautiful people instead get your hands dirty in the tangled jungles of Nicaragua, the ever-shifting deserts of Libya, or the bombed-out streets of Beirut. Includes new weapons.

**TSAC6 Covert Operations Sourcebook Vol. 2** **$20.00**
Details the organisation & history of actual world agencies - Russia's GRU, Israel's Mossad, the espionage arms of East/West Germany, Bulgaria, Poland, and others.

**TSAC7 F.R.E.E. America** **$20.00**
Details the society, politics & culture of a hostile, near-future America. States have formed into regional authorities; foreign investors own cities; technology reaches new heights of innovation; and unexplainable metabilities improve human skills.

**TSE1 Web of Deceit** **$20.00**
Orion needs to establish a base on San Cristobal, but competition is fierce - Orion agents have to contend with the KGB, pirates, drug smugglers and a voodoo cult!

**TSE2 The Sting of the Spider** **$20.00**
Web's insidious operatives appear on an island paradise. Nefarious incidents become alarmingly common, though the villains long-term objectives are unknown.

**TSE3 Web Wars** **$20.00**
Guarding a Carribbean republic from a military coup may seem rather bland for Orion agents, but world security may be compromised by the upcoming events.

## TORG

**SCIENCE & SORCERY** Our world is invaded by hostile entities, each brings with them a legion of minions and their host realities. A jigsaw of warped realms thus disfigure the planet, hell on Earth has become reality!

**TORG** **$65.00**
Boxed set containing a 144 page rulebook, a 48 page Adventure Book, an 80 page Worldbook, and a whole mess (150) of action-drama cards to spice up play.

**Aysle Sourcebook •** **$30.00**
Lady Pella Ardinay has brought with her a host of magical beasts & strange artifacts. These elements of high fantasy have taken root in England & Scandinavia.

(The) **Destiny Map** **$25.00**
First module in the Relics of Power trilogy. An artifact of great power must be retrieved from an archeological dig in the Living Land and taken to Core Earth.

(The) **Forever City •** **TBA**
The artifact must be stolen from its guardians within the Empire of the Nile and taken to a city ruin high in the Tibetan mounts where it must be used or destroyed.

(The) **Living Land** **$35.00**
Describes the realm and Cosm of the High Lord of primitive reality - North America has partly become a tangled jungle world, filled with giant dinosaurs. 128 pgs.

**Nile Empire Sourcebook •** **$30.00**
The Pharaoh Dr. Mobius is the High Lord of pulp reality. The Middle East and Africa conceal all manner of sinister plots, dark secrets, and ruthless villains.

(The) **Possibility Chalice** **$25.00**
From a temple on Core Earth saturated with traps, to a bleak fortress guarded by dark monstrosities in Aysle - the heroes must escape from a High Lord's agents.

## 2300 AD

**SCI-FI** Set 300 years after World War III, humanity has risen from out of the ashes of global conflict and finally prepares to tame the very universe. But much work, and bloodshed, still clouds the future. **GDW**

**2300AD 2ND Ed.** **$40.00**
Boxed set containing a Director's Guide (110 pgs.), an Adventurer's Guide (94 pgs.), the Kafer Dawn adventure (48 pgs.), and a large star-map, plus dice.

**Aurore Sourcebook** **$27.00**
Aurore, a large satellite of a superjovian gas gaint, has extremes of climate and surface conditions, quakes, volcanoes, and hostile fauna - then the Kafers arrived!

**Bayern** **$18.00**
The Pleiades, a fabled cache of stars, is the goal of a monumental voyage of exploration and discovery. This bold campaign may unlock great interstellar secrets.

**Beanstalk** **$20.00**
Europe is awash with violent political upheaval, these tensions are reflected on an asteroid colony where the possibility of sabotage - and bloodshed - is growing.

**Colonial Atlas** **$25.00**
Every one of Earth's 29 colony worlds is described herein: information includes environment, unique biology, and colonies. Also features two Australian planets.

**Deathwatch Program** **$20.00**
Key to global ruin: elusive, sinister and powerful adversaries are intent on eliminating the only thing standing between them and world supremacy - the players!

**Earth Cybertech Sourcebook** **$20.00**
Unfortunately at the time of production this item was unavailable for review - this regrettable situation will be corrected as soon as possible.

**Energy Curve** **$20.00**
An odyssey in an uncharted, glaciated world - where a strange alien race is on the verge of civilisation, and an exotic energy curve manipulates the evolution of life.

**Equipment Guide** **$18.00**
Here are details, and illustrations, for 148 pieces of equipment - from medical gear to combat walkers. Includes sections on Pentapod products & bizarre Kafer items.

**Ground Vehicle Guide** **$20.00**
Presents 34 vehicles and their variants, both civilian & military, all fully illustrated. Includes beautiful colur plates, and a section on trains & Kafer combat systems.

**Invasion** **$18.00**
The survival of the human race is in jeopardy - the Kafers have begun a massive assault on the French Arm. Each colony world in the bitter conflict is fully detailed.

**Kafer Dawn** **$12.00**
Victory against the fierce Kafer was hard won, now mop-up operations begin in earnest. But on Aurore renegade Kafers aren't the only threat to life and limb.

**Kafer Sourcebook** **$20.00**
Unfortunately at the time of production this item was unavailable for review - this regrettable situation will be corrected as soon as possible.

**Mission Arcturus** **$18.00**
A French research outpost orbiting the Arcturus star was the first victim of the war with the Kafers, now a resue/reconnaissance mission is set to explore the station.

**Nyotekundu Sourcebook** **$22.00**
Details the mining/factory planet Inferno, and a huge orbital mining station quietly plying the ice rings of a gas giant - that is until it unearths an alien artifact!

**Operation Overlord** **$18.00**
A Marine brigade lays siege to a Kafer forward base, and while the protagonists slug it out with heavy ordnance an infiltration squad enters the enemy compound.

**Ranger** **$18.00**
Ebers are an enigmatic race that destroyed their vast knowledge in an ancient intersteller war. Now Texas Rangers on the planet have become their new enemies.

**Rotten to the Core •** **$18.00**
Danger & intrigue in Libreville - a decadent city sprawled at the base of the African beanstalk - a vibrant society where sleaze & glamour blend into a potent cocktail.

**Ships of the French Arm** **$27.00**
Details 44 vessels - from German Battlecruisers to Manchurian Freighters. Each is fully described with text and a Ship Status Sheet, plus a great illustration.

**Star Cruiser** **$50.00**
See the WARGAMES (Science Fiction) section of this catalogue for further details.

## TWILIGHT 2000

**SCI-FI** Confrontation in the Mid East ignites a nightmare conflagration in Europe. Massive armies collide across the globe, each is bludgeoned to a standstill, amid this madness the final option is employed. **GDW**

**TWILIGHT 2000** **$30.00**
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## "Whoops!" - ALIENS

**SCI-FI** Sorry folks, I forgot to put this new RPG onto the first page.

**ALIENS •** (due) **$40.00**

# SPECIAL REVIEW: SPACE HULK

## INTRODUCTION

With a frightening shriek of alien triumph the Genestealer falls upon Brother Horock's prostrate form, its lethal array of talons goug and tear at the gaps between his Terminator armour. I hear him beg the Emperor's forgiveness even as lurid gouts of his blood are splashed in frenzied arcs over the walls. Behind this gory spectacle I espy three more 'Stealers scrabbling wildly towards our squad. Brother Phereon crouches into a more aggresive stance and raises his Flamer. With an impersonal monotone he recites our chapter's battle hymn and triggers the weapon. A massive tongue of flame fills the corridor, its fierce heat seeps through my insulation, and I am momentarily blinded by the explosion of bright energy. Just as quickly the fire evaporates into a pungent shroud of smoke, leaving behind the roasted corpses of four 'Stealers and a silvery pool of still-bubbling molten metal.

Sergeant Ardlurk's surly voice grates against my helmet aural-net: he exhorts this chance to partly redeem the Blood Angels' terrible disgrace*, born six centuries ago, and as one we chant back our resolve to avenge this vast humiliation! The bio-sensors seemingly mock our fearless litany with monotonous electronic reports of constant 'Stealer incursions into the zone of operations. We are surrounded, and although the attrition ratio favors us extremely so, our vile foe has an inexhaustible supply of warriors with which to grind down our strength.

Ahead the corridor burrows deeper into the steel gut of this labyrinthine space hulk. Rust-veiled metal plates mask the structure we march along, interspersed with mesh grills that reveal silent, crypt-like depths below. Cables and pipes snake along in oily brackets, embracing every stained surface with their serpentine coils. Buckled girders rib the walls and ceiling, constricting our movements and fields of fire. One could feel isolated in this lightless realm of ruin and decay; but we know, through pre-op electronic scanning, that it houses an army of creatures who wage an insidious war against our Mighty Emperor. We are the sword honored with the task of cleaving this blasphemous cancer from the Empire's proud heart.

Thus our squad, less one Brother, traverses this cramped and decrepit passage. Our mission profile is simple - succeed or die! And it seems that the bio-sensors, as they track incoming hostiles, are ticking away the last short moments of my life. Ahead a bulkhead portal bars our progress. Sergeant Ardlurk consults the Commander's net before abruptly ordering us to reverse direction and return to the intersection behind the squad. Brother Grimm is tagged as back-marker, he complies by providing us with overwatch protection. As we lumber back towards our last position sergeant Ardlurk curses our slow progress, he would dearly like to have Brother Phereon's Flamer at point but cannot redistribute our current formation in the filthy confines of this corridor.

With a sinister hiss of rusty hydraulics the door behind us opens. From this inky maw pour forth a multitude of 'Stealers, red eyes bright with animal hatred, powerful limbs weaving in ecstatic fury. Brother Grimm's twin-barrel Storm Bolter barks savagely as it spews forth the ballistic-tipped contents of the magazines. Spent cartridges tumble, still steaming, from the exhaust port and clatter noisily across the scarred deck. Bullets impact with metal and bone, thick ichor is splashed over walls while sparks bloom from shattered struts. The 'Stealers howl with agony while the ricochets sing with a discordant timbre, and I hear Brother Grimm's emotionless voice reciting our Chapter's glorious Honor-Terminus Roll.

Many of the parasitic monsters are slain, their ruptured exoskeletons sprawled in quivering nests of pulpy innards. But this blessed vision of destruction is all too brief. Brother Grimm's weapon jams with an ominous shudder, and as he calmly clears the breech a 'Stealer embraces him in a cage of sharpened claws. I erase the sound of my fallen comrade's scream with a rendition of the Psalm of Vengeance.

Sounding more excited than contemptous, Brother Arkas on point reports that his perimeter has been penetrated by six 'Stealers. Sergeant Ardlurk confers with our off-board Commander - mother ship scanners have detected a mass of 'Stealers that have arrested our forward momentum, and effectively severed all routes of escape. I ready my brace of Storm Bolters, and turn to face the Emporer's tenacious enemy. Our mission is proving to be increasingly difficult to complete, but our Code excepts fate's dark lusting for life's rich vein. I feel the specters of my long-dead brethren crowd hungrily around us.

* Six centuries ago the entire Blood Angels Chapter was defeated in a massive derelict hulk by a hoard of Genestealers.

## SPACE HULK

An exciting game for two or more players - one side controls the bold Terminator squads as they try desperately to complete their missions, the other employs a horde of savage Genestealers with the task of eliminating the Emperium's elite troops. The game mechanics are quite simple, and thus allow for tense and bloody play. The Terminator player(s) has a time limit with which to plan strategies against a tireless flood of 'Stealers, and maneuver all his or her units accordingly. As one would expect with this sort of pressure,

mistakes are not infrequent and are eagerly capitalised on by opponents. Combat is furious and attrition levels are high, every tactical flaw is ruthlessly exposed so players must employ their forces shrewdly. In the claustrophobic confines of a massive starship-graveyard the Terminator's potent firepower is suppressed, and lurking 'Stealers use this to deadly advantage! Space Hulk is a giant boxed set containing 30 25mm plastic miniatures (10 Terminators and 20 Genestealers), 49 sturdy (full colour & laminated) card-stock corridor and room sections, various colourful templates & markers, a profusely illustrated 28-page rulebook, and a 32-page scenario book with six scenarios plus comprehensive background details.

**GAMES WORKSHOP** **$90.00**

## DEATHWING

Boxed expansion set featuring extra rules, most of which first appeared in **White Dwarf** magazine (including new Terminator weaponry and multi-level Space Hulks), a collection of extra corridor (13) & room sections (7), plus 4 new 25mm plastic Terminator miniatures, 8 fierce Genestealers and 45 chits & markers. A mission/scenario generator system is provided (as well as six new missions and solitaire rules) for those players who can't get enough action and splatter. 'Deathwing' is the dubious title given to an elite formation of specialist Terminators whose training and armaments are solely designed for the eradication of Genestealers in Space Hulks. **$60.00**

## GENESTEALER

'Stealers are somewhat of an enigma - a ruthless and martial race who were first encountered *en mass* within the decayed maze of a Space Hulk (much to the detriment of the unfortunate Blood Angels who discovered them!). Six centuries later 'Stealer culture and heritage is still concealed within a poisonous shroud of mystery and deception. However, the threat to the Imperium that these cunning predators present is fully appreciated. It is known that 'Stealers have gained control of habitable planets - they taint a fraction of the populace with their virulent DNA, and within a few generations the entire world has become the domain of pure-strain Genestealers. Therein lies the threat to the Emperor - any heavenly body can be thus corrupted by this genetic virus, and remain undetected until total 'Stealer domination is assured - another vicious thorn piercing the Emperor's stellar veil.

The Emperor thus decides that Space Hulks have to be cultivated by Tech Marines, et al, can reap a bloody harvest of valuable 'Stealer data. Planets on the other hand are Imperial property; and as such have to be cleansed, totally and efficiently: entire worlds left disfigured are considered dire enough warnings to the other systems that 'Stealer incursions will not be tolerated

Genestealer is another boxed set containing a collection of 25mm plastic Grey Legion Terminator & Genestealer Hybrid miniatures. As well as new weapons and rules for planet-based combat. **TBA**

## MINIATURES

**Citadel** 25mm metal figures.

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## ANIMAG

Well here it is folks - the magazine of Japanese animation! But wait... it does have some sort of relevance to our gaming fratenity: all those vivid cartoon slugfests between massive mecha combat vehicles and their young pilots were the basis of both the ROBOTECH RPG and the BATTLETECH wargame. Every issue features articles on Japanese TV and movie animation. Includes many colour B&W photos, sketches, stills and diagrams.

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A literarily effort by the Steve Jackson company, catering exclusively for the CAR WARS fanatic... er, enthusiast. This magazine presents a wealth of scenarios, equipment & vehicle supplements, gaming advise, and short-stories based on the popular, maniacal automobile combat game. The main aim of this 'mag is to be both informative and entertaining, without getting too complex. The increased subscription rates are due to a change in format size!

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A professional English digest that, each quarter, presents a fatal clutch of Lovecraftian fiction. This morbid journal is a quality, glossy black & white (and grey!) publication that explores the tangled, lightless depths of Cthulhu literature. As a consequence Dagon does have relevance to Call of Cthulhu Keepers. Specific, albeit not prolific, articles and scenarios are dedicated to this classic horror RPG. A recommended subscription to enthusiasts of H.P.'s brooding works.

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## GENERAL

AVALON HILL's high-quality publication: though this great magazine deals only with AVALON HILL (what a surprise!) and, occasionally, VICTORY GAMES simulations. Each issue has an extensive feature-article on a particular product, as well as scenarios, designer's notes, strategy guides, optional rules and (sometimes) variant counters on old & new games. Regular articles appear for ASL. Indispensable reading for all AVALON HILL gamers!

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## RUN 5

STRATEGIC STUDIES GROUP's computer quarterly journal that presents to the reader detailed articles and scenarios for SSG's excellent computer simulations. Most issues of this Australian publication also feature designer's notes on new releases, U.S. computer game reviews, and computer gaming essays. We must admit, unluckily, that this magazine has a notoriously bad publishing schedule!

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## THE WARGAMER

Once upon at time THE WARGAMER used to compete with S&T in producing quality magazine wargames, but alas that is no more! However, is still is a professional wargaming 'mag, regular departments include 'Campaign Analysis' - with tactical tips & player's notes on popular wargames, and 'Moves' - which includes scenarios, variants & strategy guides. With feature reviews, scenarios, a design forum and the occasional humorous article.

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DIGEST GROUP PUBLICATINS are responsible for this bi-monthly magazine. As the title suggests, this exclusively covers the MEGATRAVELLER and 2300AD systems - nothing else! The quality of the articles is very high, with extensive adventures, new equipment/vehicle/monster data, source material for worlds and other places of interest, and other such useful material. If you play MEGATRAVELLER or 2300AD, then this mag is well worth purchasing.

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**STORMBRINGER** Hardback RPG

### SHADOWRUN

Crazy Special - **$35.00** Normal Retail - $60.00

Fasa's serious incursion into the popular RPG market (it certainly can't do any worse than Star Trek or Mechwarrior!). To be honest Shadowrun is selling very well, and by all accounts is quite a decent little system. Set in a a future world of corporate domination, wherein a demi-religious computer culture and tribal street gangs vie for the sprawling city's populace. Orcs, Elves, Dwarves, and their ilk also roam the dark metropolis, while magic and mythical beasts meld with designer weaponry and bio-tech enhancements. This product has been superseded by a second edition softcover version.

**SHADOWRUN** Hardback RPG

### ART OF DRAGON MAGAZINE

Crazy Special - **$15.00** Normal Retail - $35.00

Produced by TSR as a celebration of sorts - what you get is a lavish softcover book filled with the artwork that has graced both the covers and interior pages of the Dragon™©® since its inauspicious beginnings. Set into theme chapters, those who enjoy ogling skimpily-clad viragos or serpentine monstrosities will certainly get their money's worth. It's also quite intriguing to see the early illustrations, which made up for their lack of professionalism with character and integrity.

**ART OF DRAGON MAGAZINE** Softcover Book

### DRAGON MAGAZINE

Crazy Special - **$10.00** Normal Retail - $33.00+

You give us ten dollars, and we'll send you a collection of five Dragon magazines. And just to be sociable each of the mag's will be be a different issue! At $2.00 per publication how can you resist?

**DRAGON MAGAZINE** 5 issue pack

### BATMAN

Crazy Special - **$10.00** Normal Retail - $20.00

Yet another facet of the incredible merchandising campaign that virtually inundated every conceivable nook and cranny of the consumer market. Get the boys together, slap on your Batman™©® T-Shirts, baseball caps, badges and anything else you can get your eager hands on, and then get comfortable for an afternoon of serious crime-fighting (but you may be in for a bit of trouble if everyone wants to assume the role of Batman™©®!).

**BATMAN** Softcover RPG

### CITYSTATE OF THE INVINCIBLE OVERLORD

Crazy Special - **$20.00** Normal Retail - $50.00

A boxed reprint of an old Judge's Guild product, and by all accounts the only decent supplement to come from their range of ignominious titles. This package includes colour maps, a comprehensive guide to the buildings and societies therein, adventure 'hooks' (that's a fun TSR™©® catchphrase), and detailed racial/character-class guides to the city culture. A complete fantasy environment for just $20.00.

**CITYSTATE OF THE INVINCIBLE OVERLORD** Supplement

### BATTLETECH & MECHWARRIOR PACK

Crazy Special - **$50.00** Normal Retail - $120.00

As if the Battletech fan-boys needed an excuse to rev-up their 'Mechs and saunter out into the nearest battlefield to beat the crap out of whatever stood in their way. Here's a nifty offer on a package of scenarios & sourcebooks, all featuring more cannon-fodder than you can poke a PPC at! Great value. Each title can also be purchased individually.

| INDIVIDUAL PRICE LIST: | Crazy Special | Normal Retail |
|---|---|---|
| **Cranston Snord's Irregulars** | **$10.00** | **$15.00** |
| The Kell Hounds | $8.00 | $15.00 |
| **4th Sucession Wars Scenarios** | **$7.50** | **$15.00** |
| The Spider & the Wolf* | $7.50 | $12.00 |
| **Battletech 20 year Update** (3050AD) | **$10.00** | **$22.00** |
| 4th Sucession War Sourcebook | $12.00 | $25.00 |

* Denotes graphic novel with bar-room brawl game & scenarios.

### BATTLETECHNOLGY MAG'

Crazy Special - **$10.00** Normal Retail - $33.00+

Battletechnolgy is a publication dedicated to the Battletech wargame and Mechwarrior RPG system. The articles offer a selection of scenarios, variant 'Mechs, background politics, short stories, and other related material. If you are a devotee of either of the aforementioned games, then this offer will be of great value.

**BATTLETECHNOLOGY** 5 issue pack

### LIVING STEEL

Crazy Special - **$20.00** Normal Retail - $40.00

Humanity's empire, the free Seven Worlds, is pitted against the draconian Starguild Imperium and the fierce Dragoncrests in a struggle for survival. Although victory seems impossible, mankind does possess a significant cutting-edge: Living Steel - a lethal weapon-system that combines awesome destructive powers & incredibly resilient armour. Only the most dedicated and skilled soldiers of the Seven Worlds are given the honor of donning Living Steel, and these elite troops are both feared and respected by their enemies.

**LIVING STEEL** Hardback RPG

### SUPER SQUADRON

Crazy Special - **$15.00** Normal Retail - $45.00

The first commercial Australian RPG - and as the title suggests, this system is concerned with costumed super-beings who enjoy nothing better that zooming around the cityscape and jovially blasting or beating the absolute stuffing out of each other. Then they race home to watch their eager frolics on the news, and do it all again the following day!

**SUPER SQUADRON** Softcover RPG
The Tome adventures & supplements
**Super Science adventures & supplements**

### PRINCE VALIANT

Crazy Special - **$15.00** Normal Retail - $30.00

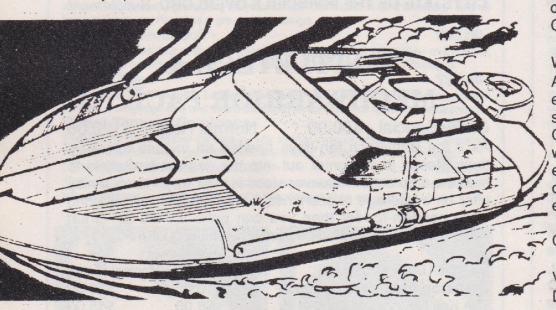
Chaosium produced this system as a 'story-telling' RPG - a relaxed game where players partake in the gentle creation of heroic adventure and romance plus chivalrous duties. The mechanics stress player interaction and enjoyment, and do not promote the urgent desire to roll high numbers on dice. Unusually enough I'll recommend Prince valiant to both beginners and mature-aged gamers, it's just that sort of game.

**PRINCE VALIANT** Softcover RPG

# WARGAMES

WES **AGAINST THE REICH**
The campaign in the west, starting with the invasion of Hitler's Europa & finishing amongst the ruins of a shattered Germany. However, this simulation is not bound to history - the Allies can be swept from their tenuous beachhead if the Wehrmacht reacts quickly. Even further inland the awesome firepower of the panzer divisions can smash the invader's plan of conquest. The mechanics feature variable player impulses and multiple invasion site options, with 400 counters and two 22"x34" mapsheets.
Crazy Special - **$25.00** Normal Retail - $55.00

STE **BOAT WARS**
Sick of Car Wars? Here then is your chance to swap the bitumen for water; but that's really about the extent of the change, the object of the game still remains the same - race around at top speed, blowing the crap out of anything that has the misfortune to get in front of your weapons. Any number of players can construct boats, hovercraft and aquabikes for use as fast weapons-platforms. But bloodthirsty gamers aren't the only hazard, Great White Pointers and other aquatic manaces can make quite a mess of surface vessels. Includes four 21"x32" maps, templates, turning keys, 100 colour counters, and Uncle Al's nifty gadgets (like explosive duck decoys!).
Crazy Special - **$25.00** Normal Retail - $40.00



NOV **DRAGONRIDERS OF PERN**
The land of Pern is again threatened with destruction as the deadly coils of Thread drift from the sky. The fate of the planet rests with the proud Dragonriders - for it is only they who can destroy the Thread before it poisons the ground. This is a two person game based on the ACE OF ACES system - utilising two 144 page illustrated books, the players can choose a variety of maneuvers with which to align the Dragons with falling Thread and thus blast them with a gout of fire. The two Dragon-riders are wingmates, and as such they must co-operate to succeed. But they do compete for honor and standing, and this allows them to try and out-ride each other for the prestige of blasting each Thread they encounter. Fast and fun - this is a recommended system!
Crazy Special - **$15.00** Normal Retail - $30.00

NA **GLASNOST**
Welcome to Russia comrades, times are tough at this point in time (but things have been tougher you know). The entire world realises that our economy is staggering about like some wounded bull. If you can fight your way to the pinnacle of politburo power you may just manage to drag the USSR away from the precipice its tottering towards (the Defense Minister suggests that a war would greatly invigorate the market!). If you fail we have a resort of sorts in Siberia with a few spare beds (just enough for your family & relations). I do hope that you aren't allergic to knives, around here they have a tendency to stick in one's back. Glasnost is a 2-8 player game of diplomatic, cultural, and economic negotiation between the Soviet Union and America. This is not a wargame.
Crazy Special - **$25.00** Normal Retail - $50.00

TAS **LIFTOFF**
The race for space between the USA, USSR, Europe, and Asia - billions of dollars, plus the dedicated attention of hundreds of scientists and technical staff are at your disposal. The pride of a nation is in your hands, and the entire world is watching with awe as mankind reaches for the moon! Liftoff was released to commemorate the 1st moon landing, and although the subject matter isn't topical, the game features some good mechanics. The winner is the first player who launches a successful moon walk. This isn't a wargame as such, but I had to put it somewhere.
Crazy Special - **$25.00** Normal Retail - $60.00

IRO **LONELY MOUNTAIN**
Set in the realms of J.R. Tolkien's Middle Earth, specifically within the twisting maze of tunnels that worm their way into the gutrock of Mount Erebor. Giant Spiders, Trolls, Wights, and even more sinister creatures scurry along the rude corridors and chambers herein. So too can be found a vast horde of treasure for those who are brave enough to venture into the lightless depths. Players lead parties of Elves, Men, Dwarves, Orcs or Freebooters (each party containing Mages, Animists, Bards, Rangers, Scouts, Archers & Fighters) into Erebor in search of loot. But the denizens of this labyrinthine realm don't take too kindly to thieves, and Smaug the Dragon has quite an appetite! Contains 78 counters, 216 illustrated cards and a 18"x24" mapboard.
Crazy Special - **$20.00** Normal Retail - $50.00

WWW **MODERN NAVAL BATTLES II**
A fast-playing campaign card game of furious fleet-level engagements. Players assemble naval task forces using 110 ship cards, each representing a single vessel. Aircraft Carriers, Battleships, and missile cruisers throw the punches while submarines and destroyers provide support. The emphasis is on action and enjoyment, but a myriad selection of strategy options (plus judicious use of the 60 Action Cards) ensures that victory will only awarded to skillful players.
**NOTE:** Players need a copy of Naval Battles I.
Crazy Special - **$40.00** Normal Retail - $60.00

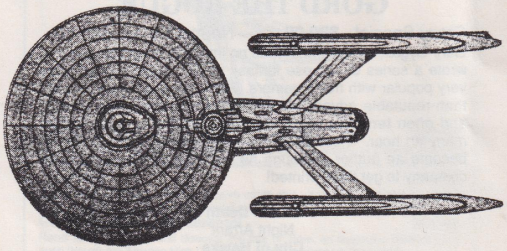
VIC **OMAHA BEACHHEAD**
D-Day has succeeded, and the Allies have stormed ashore to establish a fragile perimeter on French soil. But the danger of being swept back into the sea is all too real, and the Germans know that they must quickly counter-attack or lose the initiative. Saint Lo becomes the focal point of the west front - the British and American forces must capture this vital city, for if the Germans lose Saint Lo they will thus fail to contain the invasion. With 288 counters (at Battalion level) and a 22"x32" map (1km per hex).
Crazy Special - **$25.00** Normal Retail - $50.00

TAS **OVERRUNNING THE WEST**
The second game in a series that was going to cover the entire second world war, but unfortunately only two titles were ever printed. Of interest is the fact that Liddell-Hart, the authoritative historian, is the project's patron. This simulation covers the German's advance into Poland, Norway, France, Crete, and the Balkans - against the awesome power and speed of blitzkrieg the Allies were shattered, but a different defensive strategy may prove less prone to collapse. The components feature a 16"x20" map plus 108 counters. Includes the land. sea & air war, plus logistics and production.
Crazy Special - **$12.00** Normal Retail - $30.00

TAS **STAR FLEET BATTLES**
This is a package of 3 supplements - each can be purchased individually for the prices marked below, or bought as a set for just **$20.00!**
**CAPTAIN'S LOG #2** Features a 4-player SFB game plus over 20 smaller scenarios, 3 new Command Cruisers, revised Impulse Movement Charts, and more. **$4.00**
**TERRAIN MAPS** Includes six 22"x29" special terrain maps - an astroid field, an astroid belt (what's the difference?), a ringed gas giant, a black hole, a standard star-map, a Tholian Web template, and six scenarios. **$10.00**
**SUP. #1 - FIGHTERS & SHUTTLES** With optional rules and tactics, new vessel designs, five scenarios, 216 counters, 10 ship SSD's plus 5 fighter-group SSD's. **$10.00**

WES **STAR TREK - THE ADVENTURE**
This is a 1 or 2 player game of exploration in the Organian Sector. Federation and Klingon Empire starships search the unknown regions of space for inhabited planets to ally to their various causes. Victory is determined by the number of worlds thus recruited, for outright war between antagonists has been forbidden by the powerful Organians. But this does not imply that there is no danger involved - all discovered planets require special attention, and some can be downright hazardous! Contains 104 colour counters and a 17"x22" mapboard.
Crazy Special - **$20.00** Normal Retail - $50.00

WES **STAR TREK - THE ENTERPRISE ENCOUNTER**
A 2 to 4 player game of logic, deduction, and bold decisions. Trelane, the Squire of Gothos, has hidden the crew members of various starships throughout time & space. These unfortunate souls must be found and rescued. This awesome task is made all the more difficult by placing both Federation and Klingon personel in the same dilemma. The mechanics are simple, and each game can be played in a short amount of time. Recommended for Star Trek fans or family groups. With 28 counters, 68 colour cards, and a 17"x22" map.
Crazy Special - **$20.00** Normal Retail - $45.00



WES **ST. LO**
The Allies have gained a tenuous foothold in Europe, but the Germans offer increasing resistance against any drive into the interior. The township of Saint Lo must be captured by the Americans as a prelude to Operation Cobra (the breakout initiative). This game stresses troop morale and artillery support, and play is made tense by a fragmented movement system. With 400 counters and a 22"x34" map.
Crazy Special - **$20.00** Normal Retail - $40.00

NA **STRATEGY & TACTICS MAGAZINE**
This offer involves five copies of Strategy & Tactics - the wargaming magazine that contains a moderate complexity simulation in each issue. Extensive articles also enable the reader to learn more about the historical implications of the featured game. The bulk of our current stocks involve World War Two and American Civil War battles, and thus every customer will receive a blend of the two periods.
Crazy Special - **$25.00** Normal Retail - $60.00+

# COMPUTER GAMES

## STAR WARS
Players take the controls of an agile, and heavily armed, deep space fighter. The objective is the destruction of the Death Star, and this rather ambitious task is made all the more difficult by a whole mass of Imperial pilots and gunners who don't want you to succeed. Battle TIE interceptors during the flight in, then evade flak towers and close defense drones on the Death Star's surface, before plunging into the trench to face further obstacles and threats. Three levels of play.**$10.00**
Disks available for the **C64** and **AMIGA.**

## THE EMPIRE STRIKES BACK
Adapts two scenes from the film - in the first players must halt the Imperial land assault on Hoth by destroying inquisitive Probots and their more fearsome brethren, the AT-AT walkers. The second game features a deadly space chase between the Millennium Falcon and a screaming horde of TIE Fighters. Both sides have to contend with a barrage of laser bolts and an ever-shifting asteroid field with its many wayward chunks of frozen rock. Features arcade style action. **$10.00**
Disks available for the **C64.**

## RETURN OF THE JEDI
Firstly there is the obligatory chase scene through the thick forests of Endor using a Speederbike. Then swap the bike for a more sturdy Scout Walker and blast the crap out of some very confused Stormtroopers. After that it's back to the Mellennium Falcon for a zesty flight to the Death Star Mk. II (Son of Death Star!). But that's not all kids - 'cause the Falcon has to enter the steel bowels of Darth's new toy and give it the worst dose of indigestion it ever had! (Zowie!) **$10.00**
Disks available for the **C64.**

## PATTON VS. ROMMEL
Take the role of one of these great commanders during the critical Normandy landings - the great invasion of Hitler's Fortress Europa. Battlefield appraisal is accomplished with the aid of five different tactical map-screen scans. Each game can be played using a selection of three complexity levels. Formations are set at divisional level, with non-organic assets included (ie: Airpower). Uses multiple command-control orders that are logged for each unit on the screen. **$10.00**
Disk available for the **C64.**

# COMPUTER GAMES

## 16TH CENTURY

**GOLD OF THE AMERICAS** SSG
Covers the violent evolution of the American continent - from Colombus's discovery to the War of Independence. England, France, Spain and Portugal all prepare bold expeditions to explore, and claim, the vast expanses of wilderness. Colonies are established and carefully nurtured. The fledgling settlements can then be exploited for personal gain, or built up for patriotic sentiments. However, these little plans of empire are but fragile conquests - invasions, raids, blockades, revolts, epidemics, pirates, adverse weather, and other such ill winds combine to produce an unstable cocktail of unexpected potency. For 1 to 4 players.
**IBM** - $45.00 **AMIGA** - $45.00

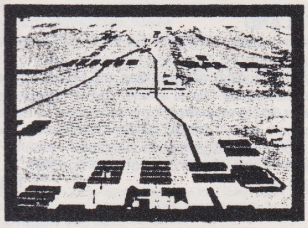
**(7) CITIES OF GOLD** EA
1492-1540: The bold & dangerous journeys of the Conquistadors. Prepare your ship and crew for the long voyage of discovery, the search for wealth will lead to the Aztec and Incan empires. This is 16th century high adventure, captured in all its glory and greed with over 2800 screens. The computer can be used to completely generate the New Worlds, so that you really do sail into the unknown!
**C64** - $30.00 **IBM** - $30.00 **AMIGA** - $34.00

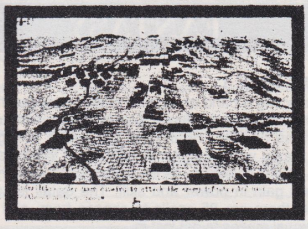
**SHOGUN** OZI
Creates the epic, and enjoyable, saga of an English Sea Pilot surviving in Feudal Japan. This extensive adventure features many 'scenarios' with which points are scored for correct play. It is a game of diplomacy & cunning, the blunt communication afforded by swords is hardly necessary. The sucessful player can expect to rise from lowly 'foreign' status to a far loftier, and powerful, position. This exciting, sometimes humorous, package includes a "Hint" menu and spectacular period graphics.
**IBM** - $70.00 **AMIGA** - $70.00

## NAPOLEONIC ERA

**AUSTERLITZ** OZI
The greatest battle of Napoleon's campaigns - the proud legions of the Grand Armee must confront and defeat the bold Austro-Russian soldiers. Beneath gray winter skies, and with a chill wind bearing the scent of rain, the two commanders issued their orders and watched the battle flare and wane with grim interest. This simulation captures these very elements, the 3D style graphics offer a Leader's view of troop movements and the resulting clashes. Orders must be written and issued via messenger to the Corps Commanders, these very commands could be followed precisely, ignored totally, or bastardised to suit temperamental officers. Quite innovative!
**IBM** - $70.00 **AMIGA** - $70.00

**BATTLES OF NAPOLEON** SSI
Can be employed to simulate practically any Napoleonic engagement. This advanced-complexity game offers both historic scenarios as well as a scenario-generation system. Detailed maps can be created using 5 levels of elevation and 7 terrain types (100 yards/hex). Every unit's complement, composition, ordnance, and nationality can be altered. Each formation is rated for melee strength, leadership and moral.
**C64** - $35.00 **IBM** - $50.00



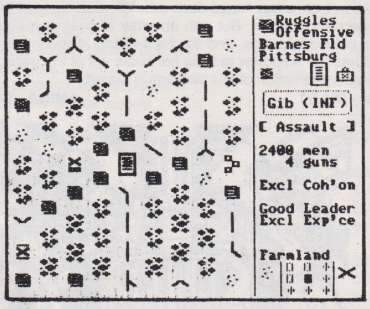


**WATERLOO** OZI
Wellington's stoic troops were arrayed around a hitherto insignificant Belgian farmhouse, while Napoleon's haughty army lay poised between him and Blutcher's approaching columns. History was made on that bleak and bloody day - but the fate of nations can again be set precariously into the hands of generals and their ilk, with the terrible consequences never going beyond your computer's plastic husk. This game features 3D style battlefield graphics, and a very realistic (this means it's both decisive and confusing) command-control structure.
**IBM** - $70.00 **AMIGA** - $60.00

## AMERICAN CIVIL WAR

**DECISIVE BATTLES OF THE CIVIL WAR Vol. 1** SSG
Six scenarios from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'Warpaint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy.
**C64** - $45.00 **APPLE** - $45.00 **IBM** - $45.00

**DECISIVE BATTLES OF THE CIVIL WAR Vol. 2** SSG
Covers the middle years of the war with scenarios for the battles for Chatanooga, Chickamauga, Gettysberg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could determine the ultimate victor. Once the scenario mix is exhausted players can create their own battles with the 'Warplan' & 'Warpaint' programs.
**C64** - $45.00 **APPLE** - $45.00 **IBM** - $45.00




**DECISIVE BATTLES OF THE CIVIL WAR Vol. 3** SSG
The last of the Civil War series features the final savage years of the Confederacy. The scenarios recreate the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbor and Nashville. These were desperate, vicious engagements where a bold and miraculous strategy could bring sudden victory - and an end to the war. Also includes SSG's renown 'Warplan' & 'Warpaint' scenario creation system.
**C64** - $45.00 **APPLE** - $45.00

## WORLD WAR I

**DIPLOMACY** AH
A computer version of AVALON HILL's classic multi-player simulation set amid the political and military turmoil leading up to the Great War. For 1 to 6 players, each of whom lead a proud nation along the bloody path of European domination. Play is dominated by bold alliances, treachery, loyalty and deceit. Features excellent CGA graphics. This program is highly recommended as a gaming supplement for the DIPLOMACY boardgame.
**IBM** - $50.00

## WORLD WAR II

### EUROPA

**BATTLEFRONT** SSG
A recreation of multi-theatre Corps-level battles. The game features a comprehensive range of military formations, (from hardened combat units to battlefield support and supply) in a complete and accurate environment. Includes four scenarios set in Crete, Stalingrad, Saipan & Bastogne: plus a comprehensive scenario design kit for the creation of further conflicts
**C64** - $45.00 **APPLE** - $45.00

**EUROPE ABLAZE** SSG
A package of three scenarios, each representing a particular style of operations that marked the European air war from 1939 to 1945 - from the desperate Battle of Britain, to the awesome destruction unleashed by the Allied bombing runs over Germany. Every detail of this war for the sky is included, like cloud cover, weather, flack and the Nazi wonder weapons - jets. An optional scenario design kit is provided.
**C64** - 42.00 **APPLE** - $42.00

**PANZER STRIKE** SSI
Tactical company-level combat where individual tanks and infantry squads engage in a bloody struggle for small, albeit vital, gains. Players create historically accurate forces using a large array of AFVs, role-specific infantry (ie: pioneers, SMG squads, et al), and various support ordnance. With 50 yards per on-screen map-hex, this two-disk simulation is quite detailed. Covers 3 theaters - the entire East Front campaign, 1940 West Front, and Africa.
**C64** - $30.00

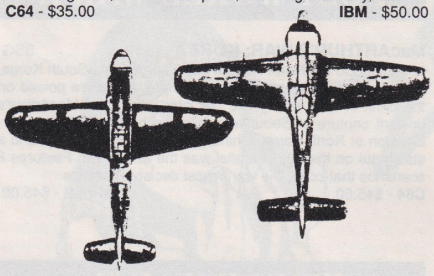
**STORM ACROSS EUROPE** SSI
A 1 to 3 player simulation the battle for Europe at a grand strategic level. Game features include both the military and economic aspects of the campaign. Resources collected via land aquisition are allocated to each nation's military production or weapons research. Conquest of the continent requires both patient preparation and bold strategies. To win, players must ably command the entire spectrum of WWII warfare: Land (armour, mechanised & infantry corps); Sea (amphibious operations, U-boat campaigns & convoy raiders); and Air (paratroop assaults, air superiority & strategic bombing).
**C64** - $30.00 **IBM** -TBA

**TYPHOON OF STEEL** SSI
Like its parent game, PANZERSTRIKE, each on-screen square equals 50 yards of 'real' terrain, and every icon represents one vehicle, gun, or infantry squad. A huge campaign game is provided, but players can also use a scenario creation package (features every weapon type produced by the Americans, British, Germans, and Japanese!). The detailed game mechanics include vehicle damage allocation, unit engineering capabilities, and naval support.
**C64** - $30.00

### WEST FRONT

**BATTLES IN NORMANDY** SSG
Eight scenarios allow you to recreate the momentous battles that established the Normandy Bridgehead. Direct the massive Allied invasion of France in June 1944, then command the bold mechanized thrust inland that marked the beginning of the end for the Third Reich. Features the same quality mechanics that BATTLEFRONT boasts, plus a design application for the creation of new scenarios.
**C64** - $45.00 **APPLE** - $45.00

**FIRST OVER GERMANY** SSI
A B-17 flight simulator covering the daylight raids over Hitler's Reich. The objective is not to blow great holes in enemy industrial complexes, but to simply survive 25 grueling combat missions. The B-17's crew is chosen individually and then each accrue experience for every flight. Pilot training starts in the U.S. and leads to an active station in England, from there it's a short hop to the flak scared skies of Europe. Mechanics include fighters, fuel consumption, bombing accuracy, etc.
**C64** - $35.00 **IBM** - $50.00



**THEIR FINEST HOUR** OZI
A flight simulator for the Battle of Britain - the player selects one of eight famous aircraft, and uses this to prowl the English sky in search of enemy fighters or bombers. The superb colour graphics are fully animated, and more than adequately capture the excitement & terror of aerial combat. The on-screen attention to detail alone makes this package a worthy purchase!
**IBM** - $70.00

### EAST FRONT

**FIRE BRIGADE** PAN
The struggle for Kiev in 1943 was one of the most decisive and mobile battles of the Eastern Front. The assault by the elite 3rd Guards Tank Army threatened to split the entire German front and isolate Army Group South. Balck's hardened 48th Panzer Korps (the infamous 'Fire Brigade') was committed for a counter-attack in a desperate bid to gain the initiative. This is an award-winning Australian game that features great graphics, variable skill levels & a tutor program
**IBM** - $44.00 **AMIGA** - $45.00 **MAC** - $45.00

**PANZER BATTLES** SSG
Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous"What if?"), and players are able to control the icon graphics. There is also the usual DYO scenario kit. With simple, yet very effective, mechanics.
**C64** - $45.00 **IBM** - $45.00

**SECOND FRONT** SSI
Steel & flesh collide, fire & blood scour the earth - a nation is savaged by a conflict unprecedented in its scale and horror, a continent teeters on the brink of total submission, while the world awaits the victor's bloody salute - this is Barbarossa. From Stalingrad to Berlin, over 350 divisions clash headlong in a desperate bid for strategic domination. Asset attrition is conducted right down to individual AFVs, aircraft and squads. The terrain graphics even change hue to suit the season!
**IBM** - $55.00

**RUSSIA - GREAT WAR IN THE EAST** SSG
Detailed simulation of the vast war in the East - from the initial seemingly invincible armored drives towards Moscow, to the desperate, exhausted defense of a battered Berlin. The game contains a lengthy campaign with several small scenarios for less indulgent gamers. The player can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces.
**C64** - $45.00 **APPLE** - $45.00

## AFRICAN CAMPAIGN

**ROMMEL: BATTLES FOR NORTH AFRICA** SSI
The Italian army had been routed out of Egypt; the Germans responded by dispatching a small, albeit elite, force to try and stem the Allied advance. For the next two years, outnumbered & poorly supplied, this Africa Corps out-witted & out-fought all of its opponents. ROMMEL recreates the furious, sometime chivalrous, battles for the desert with nine scenarios - from the Syria campaign to a hypothetical invasion of Malta, plus all the necessary accessories to design further engagements.
**C64** - $45.00 **APPLE** - $45.00

See also **PANZER STRIKE**.

## PACIFIC CAMPAIGN

**CARRIERS AT WAR** SSG
Contains five vital naval scenarios - Midway, East Solomons, Philippine Sea, Santa Cruz & Coral Sea. Using SSG's design package hypothetical scenarios can also be built - the menu offers 63 historical aircraft types; 3,000,000 square miles of map, 5 major ship classes, and more - enough to create any air & naval engagement of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study.
**C64** - $45.00 **APPLE** - $45.00

**HALLS OF MONTEZUMA** SSG
From the capture of Mexico City in 1848, through two World Wars, Korea and Vietnam - the U.S. Marine Corps has a combat record second to none. This is a multi-scenario computer history of the Marine Corp's most testing battles, the mechanics are based on the BATTLEFRONT system, and includes WARPAINT (which gives complete graphic control over the icons), and the game design option: WARPLAN. Good detail.
**C64** - $45.00 **IBM** - $45.00

See also **BATTLEFRONT** and **TYPHOON OF STEEL**.

## POST WORLD WAR II

**MacARTHUR'S WAR: KOREA** SSG
In June 1950 the North Korean Army surged into South Korea, they swept aside all who opposed them, and were poised on the brink of total victory.The UN intervened, and MacArthur's brilliant capture of Seoul was followed by the rapid counter-invasion of North Korea. Chinese forces joined the fray, and a stalemate on the 38th Parallel was the end result. Features 8 scenarios that cover the war's most decisive conflicts.
**C64** - $45.00 **APPLE** - $45.00

## WORLD WAR III

### THE MILITARY CAMPAIGN

**HARPOON** 360
Modern naval combat - World War III begins, and the U.S. task force in the North Atlantic is ordered to seek out and destroy their Soviet counterpart. Commanders deploy their assets shrewdly and prepare complex offensive maneuvers - the sole objective is to destroy the enemy as cheaply as possible. Over 100 current vessels are provided, from massive aircraft carriers and potent missile cruisers, to sleek hunter-killer submarines - each weapon contains its own technical specifications. Based on GDW's superb rules, but without the prolithic book keeping! Features 12 scenarios.
**IBM** - $70.00

**HARPOON SCENARIOS** TBA
Future releases will feature the Mediterranean/Pacific regions.

(THE) **HUNT FOR RED OCTOBER** OZI
Red October represents the ultimate in sophisticated, potentially invisible, Russian submarine technology - with enough nuclear firepower to devastate an entire continent. When the boat's captain decides to defect to the West, with the vessel and without the crew's knowledge, you can assume that the Soviets will stop at nothing to retrieve their most devastating naval asset. This simulation is more than a desperate, high tech chase - because the quarry has the armament to wreck havoc on the world's best fleets.
**C64** - $50.00 **IBM** - $50.00 **AMIGA** - $50.00

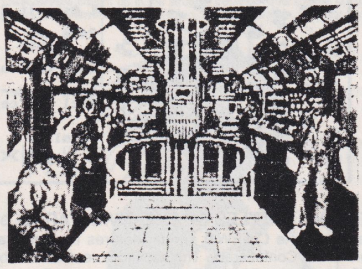
**OVERRUN!** SSI
The clash of arms for the control of Europe. With 50 yards per on-screen square, and every symbol representing one AFV, gun, or infantry squad - ammunition expenditure is resolved right down to the last rifle round! Every type of weapon system is included for play (up to and including the T-94, FOG-M & ADATS). Vehicles are rated for frontal, side & top armour values against both HEAT & kinetic rounds. Play includes a mega-Europa campaign, and smaller scenarios.
**C64** - $30.00

**RED LIGHTNING** SSI
Depicts a massive Warsaw Pact invasion of central Europe (this game's pre '89 folks). This is still a detailed study of brigade-divisional level modern combat. To survive in this savage environment, players must marry their air & land assets shrewdly. Any strategic blunder will result in huge losses of material and land. Ultimate victory will go to the boldest commander. There are three scenarios, five levels of complexity, and very detailed unit-damage resolution system.
**IBM** - $50.00 **AMIGA** - $46.00

**STRIKE FLEET** EA
A sophisticated arcade-style game of modern sea combat, with 10 scenarios (from the Persian Gulf & Falklands, to the North Atlantic) and campaign options. The player builds a naval task force of up to 16 vessels, choosing from 12 classes of fighting ship, and then sails forth to engage the enemy (whose own strength is unknown). The mechanics include helicopters, aircraft, subs, and sonar/radar target aquisition.
**C64** - $30.00 **IBM** - $50.00

## WEAPON SIMULATORS

**688 ATTACK SUB** EA
Gliding ominously thru the ocean depths using sonar contour maps, 688 stalks for prey, ever weary of enemy ASW vessels and hunter-killer subs. This is a stunning graphic simulation that allows players to command a Los Angeles class submarine, or a Soviet Alfa class equivalent. The enemy is cunning, and their assets represent the latest in naval and military aviation technology - thus each mission must be treated with respect and caution. But with an array of counter-measures, wire-guided torpedos, and the hard-hitting Harpoon missiles, 688 has the firepower to blow her rivals out of the water. The visiual presentation of this package is superb!
**IBM** - $50.00 **AMIGA** - $46.00



**ABRAMS BATTLE TANK** EA
Saddle-up boys! You've got your orders, the ammo bins have been filled with a mix of AP & AT rounds, the crew's finishing breakfast besides the track, and the cloud cover should keep the aerial tank-killers snug in their hangers. It's a great day for hunting BMPs - grilled commies for lunch, hot-damn! This is a rather entertaining game that creates the exploits of a lone M1 tank in WW3 Europe. Features include day/night ops, 15 types of Allied & Soviet AFVs, campaign play, four battle perspectives inside the M1, choppers, NAV map guidance, ammunition expenditure & comprehensive damage allocation
**IBM** - $50.00

**F-16 FALCON SIMULATOR** OZI
Great graphics, and realistic aerial characteristics, make this high-octane program one of the best commercial flight simulators available to date! Game features include multiple heads-up-displays, ground strike or air interdiction missions, multiple skill levels, authentic maneuvers, digitised aircraft images, and a two-player dogfight capability (you will need two computers for that option kiddos). Highly recommended!
**IBM** - $65.00 **AMIGA** - $60.00

**STEEL THUNDER** OZI
Arcade-style game of modern armored warfare. Players assume command of an American AFV - either the M48A5 Patton, M60A3, M3 Bradley IFV, or the gutsy M1A1 Abrams. On screen graphics feature vehicle-interior perspectives, and three crew positions: commander, gunner & driver. Nifty extras include targeting periscopes, thermal imagery, smoke screens, multiple gears, and more. Our warehouse manager can't stop playing the bloody thing - so it must be good!
**C64** - $36.00 **IBM** - $65.00

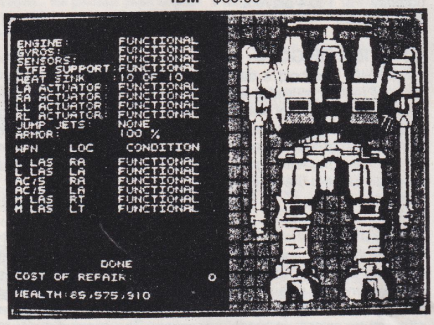
## SCIENCE FICTION

**CRESCENT HAWKS INCEPTION** INF
All you Battletech fanboys better gird your cockpit harness, 'cause here's your chance to assume the role of a Lyran Commonwealth 'Mechwarrior. Ignoring the finesse of battlefield tactics, your basic mission plan is to kick some Kurita ass! This arcade-style graphic adventure includes more than 4 million individual locations (need I iterate that this means you've got a LOT of ass to kick?), and a handy gladiatorial module designed to teach novices the best way to execute the aforementioned skill.
**C64** - $65.00 **IBM** - $62.00 **AMIGA** - $60.00

**HAMMERFIST** VID
Hammerfist and Metalisis, his buxom sister-of-slaughter, have turned against their draconian leaders. Too many years have passed wherein the Corporate Government has ruled the populace with cruelty and evil intent. Now is the time for revolution! Hammerfist and Metalisis, his head-banging woman-of-wounding, battle their way thru this futuristic metropolis in search of bloody revenge. Real arcade-style action!
**C64** - $36.00 **AMIGA** - $60.00

**MARS SAGA - MINES OF TITAN** EA
Mars has been colonised - by Earth's criminals. There are only two ways to escape; die, or accept a mission to discover who (or what) has shut down a new outpost in the Martin deserts. The task, first of simply surviving in the prison city, will take several characters to lost cities, ruinous mines, hidden caverns, deep tunnel complexes and the dissicated surface of the red planet itself. With 21 advanced skills and variable weapon damage. This package has very comprehensive background detail, and is a highly entertaining romp.
**C64** - $30.00 **IBM** - $60.00

**MECHWARRIOR** INF
31st Century tactical combat simulator set in the Battletech universe. Players can pilot 1 of 8 classes of Battlemech as a mercenary for any of the 5 Successor States. Experience and wealth may eventually provide able mechwarriors with their own lance to command - and a chance to confront the very scourge of the Inner Sphere! The game has a plethora of scenarios - from ruthlessly short raids to grueling campaigns. Features include multi-world, multi-terrain environments; accumulative battle attrition on all vehicles, and front-line repair workshops. With cockpit-perspective graphics.
**IBM** - $60.00




**REACH FOR THE STARS 3RD ED.** SSG
For 1 to 4 players who must each build a space empire by developing a homeworld, sending out colonists, establishing habitable planets and developing them. Security for these bases is directly tied to the procurement of technical skills (for navigation, ships & industry). There is but one obstacle to galactic domination - the other players! Colonies become the prey for starfleets in a bitter contest of destruction and conquest. This is a much improved game featuring new social rules, land based armies and much more. Damn great!
**C64** - $45.00 **APPLE** - $45.00 **IBM** - $45.00
**AMIGA** - $45.00 **MAC** - $45.00

**STAR COMMAND** SSI
A special task force of 8 elite star-troopers (with variable skill ratings & characteristics) must search for smugglers' lairs in a galaxy that spans thousands of stars. As the game proceeds, these troops may improve skills, rise in rank and collect bigger weapons! Features man-to-man & tactical starship combat with great graphics. A second scenario involves the military campaign against an alien race of intelligent insects.
**C64** - TBA **IBM** - $50.00 **AMIGA** - $46.00

**STELLAR CRUSADE** SSI
Two militant stellar nations collide in a bitter struggle for control of a resource-rich star cluster. Religious zeal and economic greed fuel the bitter conflict. The game mechanics include exploration (searching for the best planets to colonise), and domestic priorities (expanding economic strength thru the procurement of raw materials and increased production, plus troops training, weapons research and developing industry). and warfare (designing ships, building fleets and preparing commanders). With 7 scenarios, plus a campaign.
**IBM** - $50.00 **AMIGA** - $46.00

**WASTELAND** EA
Full colour graphic adventure set in a post-holocaust America. The shattered ruins of civilisation are now host to a population of nuclear degenerates and fierce renegades. The player assumes the role of a lone traveller whose only ambition seems to involve meeting various weird denizens and blowing them away! Arcade style man-to-mutant combat with an array of hi-tech & primative weapons. Features hundreds of encounters and a huge dose of graphic action.
**C64** - $30.00 **IBM** - $30.00

## FANTASY

**BARD'S TALE 1** EA
After selecting a band of six bold adventurers (each with various characteristics & talents) the player sets off into the dark wilderness beyond. Searching for wealth and glory, this ernest troupe will encounter a plethora of vile creations and certain helpful ecentrics. As the quest progresses the adventurers will gain in power and skill. The detail is superb, for example there are 85 spells to choose from, and 16 three-dimensional mazes to get lost in.
**C64** - $30.00 **IBM** - $50.00 **AMIGA** - $46.00

**BARD'S TALE 2** EA
Players transfer their battle-hardened BARD'S TALE 1 characters across to this program, and thus the legend continues! The eager adventurers face another campaign of discovery & conquest. The Magic Users in the party will be grinning in their beards after they sample the new spells offered herein. And everyone will be filled with avarice when they discover the 25 dungeons and 6 new cities they can loot!
**C64** - $30.00 **IBM** - $50.00 **AMIGA** - $46.00

**BARD'S TALE 3** EA
An ominous darkness shrouds the city, and the once-haughty adventurers are cowering behind their mugs of mead. An unspeakable evil has crept forth from its tomb to lay siege on Skara Brae, and the King's soldiers can do nothing to avert the inevitable horrors that will follow. Except, of course, to beg the heroes to boldly search for their nemesis' demesne; and then survive its 87 dungeon levels, to thus confront & defeat the Thing responsible for this nightmare.
**C64** - $30.00

**DEMON'S WINTER** SSI
Locked deep within the bowels of a volcano, the Arch Demon Malifon dispatches his evil minions in search of a way to free their dark master. A preternatural winter fouls the world, sent forth by Malifon to hinder his enemie. Into the bitter heart of this arctic wasteland must go a heroic party of adventurers, for only thay have any hope of ending this icy enchantment - and to ensure Malifon's continued imprisonment. The characters can be of 10 classes and 5 racial types, each with 5 attributes.
**C64** - $35.00 **IBM** - $50.00 **AMIGA** - $46.00

**FIRE KING** SSG
A lone hero (or heroine) goes in search of adventure, burrowing into the land's darkest nooks & crannies! Features arcade-style action with 3D graphics. Players just meander around the wonderful land of the Fire King, looking at the wondrous sights, dealing out rough justice to various creepy crawlies, and pocketing anything they find of value! Action aplenty for those brave enough to venture from the castle's comforts.
**C64** - $37.00 **IBM** - $45.00

**KING'S QUEST #1** - QUEST FOR THE CROWN OZI
Not just a glorified AD&D style slugfest in an endless maze of dungeons - this is a fantasy adventure in the grandiose vein of a classic mythical extravaganza! A lone hero partakes in a wide variety of tasks and challenges - from violent encounters with savage beasties, to solving labyrinthine puzzles. The program has a depth that is rare for this genre: icons interact, combat has a role secondary to the story, and each situation has multiple solutions thus promoting several replays.
**IBM** - $45.00 **AMIGA** - $45.00

**KING'S QUEST #2** - ROMANCING THE THRONE OZI
Our fearless hero from the first game has been promoted into the King's court - and as a consequence, when the princess is abducted by some vengeful fiend it's up to him to rescue her. OK, so the theme isn't awfully original, but let's face it folks - pulp fantasy never is very sophisticated. However, this multi-dimensional adventure is a worthy successor to its parent program. Highlights include a tour of a Vampire's demesne, a polite conversation with Neptune, and a protracted search for three magical keys. The saga continues.
**IBM** - $45.00 **AMIGA** - $45.00

**KING'S QUEST #3** - TO HEIR IS HUMAN EA
Just as King's Quest #2 was an improvement over #1, this third installment features better graphics with amusing sound effects. The major theme of this adventure is the discovery of the hero-character's real identity, which becomes a quest of very grand proportions. This adventure includes an unexpected sojourn with slavers, a swashbuckling tour of the sea on a privateer's raider, and learning how to win friends & influence people with mighty magicks.
**IBM** - $45.00 **AMIGA** - $45.00

**KING'S QUEST #4** - THE PERILS OF ROSELLA EA
As expected, the final game in this series has superior graphics and sound-effects. The basic premise of the plot is thus: the royal family is poised to suffer some evil-induced doom - unless a loyal hero-type can successfully return from a blood-curdling, gut-wrenching & ball-shriveling quest into the more nefarious realms of the world. Not one, but many adventures will have to be undertaken to remove the curse (and some important discoveries can only be initiated at night). The dangers are many, and mistakes are delt with harshly, but the rewards are more valuable than gold! Players are treated to a colourful, 10 minute animated introduction.
**IBM** - $45.00 **AMIGA** - $45.00

**KING'S QUEST TRIPLE PACK** OZI
A specially-priced package containing the first three games in this award-winning, and very popular series.
**IBM** - $70.00

**QUESTRON II** SSI
The Great Book of Evil Magic (the peasants like to call it that when they huddle fearfully around tavern hearths) is a continuous source of vexation. A renown hero is thus sent back in time to exterminate the six mad sorcerors responsible for the creation of the dark tome (the hero should have listened to his mother's advice, and become a doctor). This epic quest will take our intrepid adventurer into lively towns, labyrinthine dungeons, and through a sprawling wilderness. Features countless NPC characters, the obligatory menagerie of fierce monsters, and a veritable horde of magic items.
**C64** - $35.00 **IBM** - $50.00 **AMIGA** - $46.00

**SWORD OF ARAGON** SSI
A fantasy wargame wherein players seek to conquer the land of Aragon with mighty armies of warriors, knights and mages. The system features strategic movement & deployment, with tactical combat resolution. The path to glory is strewn with the blood of conflict, and scorched by the puissance of magic. But victory will also depend on a commander's application of medieval economics and his/her skilled resource allocation. The spoils of war will have to be maintained and developed so as to milk them of their vital supplies. Armies must be raised, soldiers equipped and trained. Non-human nations and mythical creatures will aid or hinder the player's way to empire, and thus diplomacy will have to become a part of one's stratagem. This is a superb marriage of wargame and fantasy adventure.
**C64** - TBA **IBM** - $50.00 **AMIGA** - TBA

**ULTIMA TRILOGY** ORI
A series of classic fantasy adventures which spawned a whole new genre of computer games. A war against evil slowly consumes the world of Sosaria, and the beleaguered forces of good seek a champion who will destroy the dark horde's wizard-king. Arcane sorcery and ancient weapons of magic are the hero's key to success. In the 2nd game a saviour from beyond time must rescue Sosaria from the wrath of the wizard-king's daughter - herself a master of hideous powers. The final package pits a party of adventurers against the Great Earth Serpent, and the Orc clans that revere it. Sinister implications reek of the wizard-king's involvement in this war.
**C64** - $80.00 **IBM** - $80.00

**ULTIMA III** EXODUS ORI
Orc raiding parties are plunged like knives deep into the civilised empire, and with each stroke the blood of murdered folk stains the scorched earth. A force raw with evil intent grows ever stronger, its thirst for death never slaked by the continuous violence that it's presence promotes. This monstrous entity seems to be the product of the long dead wizard-king and his cruel daughter (see Ultima Trilogy) - an elaborate revenge that will surely devour the land unless it is defeated.
**AMIGA** - $60.00

**ULTIMA IV** QUEST OF THE AVATAR ORI
Although the dark entities of the evil triad no longer stalk the land, malevolent forces still thrive unchecked. Nightmare creatures such as daemons, dragons & undead horrors prey upon the unwary. Hidden dungeon-lairs still house all manner of hellspawn and corrupt magics. The proud empires of man have been seduced by unholy promises, the very heart of the land is being slowly stricken with greed and vanity. Another war must be waged against evil, a final cleansing that will sweep away the brooding detritus of terror. A final conflict against the ultimate opponent - the self - awaits!
**C64** - $80.00 **IBM** - $80.00 **AMIGA** - $80.00

**ULTIMA V** WARRIORS OF DESTINY ORI
Britannia's adored head of state disappears whilst on an expedition into the vast underworld. His successor becomes a tyrant, and yet again the peoples of the land are burdened with injustice and fear. The populace must be liberated, and to do so requires a hazardous trek thru the underworld. Players must brave the vile denizens of a huge subterranean world, and then survive the treacherous plots of a desperate ruler when (if) they return. Features superb background material, including extensive non-violent encounters, and an abundance of markets, taverns, castles, et al, to explore.
**C64** - $80.00 **IBM** - $80.00 **AMIGA** - $80.00

**ULTIMA VI** THE FALSE PROPHET ORI
Unfortunately, at the time of writing this description I only had a very brief synopsis to work with - Gargoyles have risen in dark flocks from the underworld. At night screams of torment arc thru the chill air, and the gory refuse of the victims are strewn like warnings across the land. The champion from Ultima V must yet again venture into the underworld and put an end to these evil incursions - No doubt there's more to this adventure than that, don't forget that the Ultima series is renown for its depth and character.
**IBM** - $85.00

## *DUNGEONS & DRAGONS*

**CHAMPIONS OF KRYNN Vol. 1** SSI
Set, as one would expect, in the realms of the Dragonlance books. But whereas previous Dragonlance adventures have been of the arcade-action genre, this package is an epic-quest similar in character & complexity to Pool of Radiance. A party of grizzled-veteran type adventurers must save their homelands from the tyrannical Dragonlords, and the legions of evil creatures that follow them. Features extensive dungeons and lairs, plus more civilised communities to explore or loot (depending on your moral standing).
**C64** - $50.00 **IBM** - $50.00 **AMIGA** - $55.00

**CURSE OF THE AZURE BONDS** SSI
Sequel to Pool of Radiance, and as such is again set in the Forgotten Realms. The most populous and rewarding regions of this fantasy world are now open to explorers intent on glory, or adventurers seeking excitement and treasure. This program offers a very large multi-disk campaign for high level (10th Level and above) heroes & heroines. The mechanics feature extra character classes (Rangers & Paladins), many new spells, and an array of fearsome beasties lurking in dark pits.
**C64** - $30.00 **IBM** - $50.00

**DM'S ASSISTANT** Vol. 1: ENCOUNTERS SSI
Contains over 1,000 separate encounters & 1,300 individual monsters & non-player characters. The user can either specify encounters to be played, or can get them randomly generated.
**C64** - $35.00 **IBM** - $50.00 **AMIGA** - $46.00

**DM'S ASSISTANT** Vol. 2: CHARACTERS & TREASURES
This program helps to generate character and NPC stats, (complete with equipment & background) as well as providing random treasure generation. Ideal for lazy DMs!
**C64** - $35.00 **IBM** - $50.00

**DRAGONS OF FLAME** SSI
"Dragons of Flame explodes with action!" the blurb in SSI's catalogue promises - I have this disquieting image of some poor kid slumped before his or her computer terminal, their blasted and still smoldering entrails strewn in a pulpy jumble before the shattered screen. This graphic adventure has the Dragonlance heroes on a quest to rescue slaves from the vile Draconian fortress of Pax Tharkas. Ten characters are available for this daunting task, each with specific skills, although only one of these heroes can be played at a time. Features arcade-style action that relies on knowledge and reflexes.
**C64** - TBA **IBM** - $50.00 **AMIGA** - TBA

**DRAGON STRIKE** SSI
Yes folks, it had to happen sooner or later - this boldly titled package is a flight simulator that allows players to ride the mighty dragons of Krynn into combat. More details next time.
**IBM** - $60.00 (availability unsure)

**HEROES OF THE LANCE** SSI
Based on the popular Dragonlance saga. Players partake in a quest into the evil-infested temple ruins of Xak Tsaroth, searching for the Disks of Mishakai. Features 8 individually skilled & equipped characters, plus fully animated arcade-style action with colourful graphics. This is everyone's chance to ignore the Draconians and beat the living crap out of every obnoxious Gully Dwarf they can lay their swords on!
**C64** - $30.00 **IBM** - $50.00 **IBM** - $46.00

**HILLSFAR** SSI
Set in the comprehensive world of the Forgotten Realms, play involves the exploits of an individual adventurer. The action begins in a lively city wherein any bored hero can partake in a bold new quest or an even bolder tavern-crawl! All manner of trial & tribulation await the explorer - from arena challenges, to archery tournaments, and deadly mazes. This program will accept characters created in Pool of Radiance.
**C64** - $35.00 **IBM** - $60.00 **AMIGA** - $46.00

**POOL OF RADIANCE** SSI
The Forgotten Realms is a land of adventure and horror, for those that can survive its many dangers there is wealth and power beyond imagining! Players create and then lead a heroic party of adventurers - their task is to save a city from a horde of rampaging beasties, thus searching for and destroying whatever evil force is behind this mayhem. Features an array of classic AD&D characters, monsters and spells. The high quality graphics present a huge variety of exotic encounters, from sprawling cities to terrifying dungeons.
**C64** - $35.00 **IBM** - $50.00 **AMIGA** - TBA (?)

**WAR OF THE LANCE** SSI
Huge fantasy armies collide in a desperate campaign that will ultimately decide the fate of a continent. The noble forces of Whitestone face the Highlord's Dragonarmies. Stoic formations of knights, Elven archers, Dwarven engineers, et al, face legions of evil Draconians and even more fell beasts. The game mechanics include diplomatic interaction between racial factions, strategic & tactical combat/maneuver screens, and valiant Hero Quests (arduous treks for mighty artifacts and the like). For one or two players.
**C64** - $35.00

## MISCELLANEOUS TITLES

**BATTLE CHESS** OZI
Yes folks, it's another computer chess program. But before your interest is swallowed by a cavernous yawn I must mention that there is a big difference here - the graphics are executed in simulated 3D, with the playing pieces presenting actual mediaeval characters. These icons 'walk' from square to square, and engage in an animated duel when they confront each other. Each piece has its own unique style of combat. Features include 2 or 1 player modes, 10 skill levels, an optional 2D screen, and an open library of 30,000 moves.
**C64** -$40.00 **IBM** - $65.00 **AMIGA** - $60.00

**OIL IMPERIUM** INF
What's this - a wholesome family simulation extolling the virtues of hard work and careful money management? Not quite: 1 to 4 players partake in a cut-throat race to build an oil empire, and all manner of foul play will be employed to achieve prosperity. Mercenaries are hired to disrupt an opponent's assets, industrial spies keep tabs on neighboring fields, while bribes and blackmail help the money to circulate. But it's not all thuggery and deceit, players must also search for the best oil reserves, construct rigs, drill new sites, purchase tanks, lay pipelines, and sell the crude oil on the market. An entertaining game with great graphics.
**IBM** - $60.00 **AMIGA** - $60.00

**SIMCITY** MAX
Admittedly I wasn't too enthused with the idea of a city construction simulator. However, this is a surprisingly engrossing game! The player can use one of six actual cities, or construct one from scratch. Within this sprawling metropolis one must fight crime, struggle with unemployment, curb pollution, control budgets, decide on taxes, direct transport and much more. The city has to be very carefully developed, with new roads, industries, shopping centers, parks, housing, stadiums, seaports and airports needed to keep the populace both contented and busy (or else they'll leave!). But disasters such as earthquakes and rampaging dinosaurs(!) can ruin the cityscape in an instant, and a rapid response to these emergencies is vital. Features very impressive graphics.
**C64** - $60.00 **IBM** - $85.00 **AMIGA** - $85.00

**SIMCITY TERRAIN EDITOR** MAX
Allows greater control over the physical aspects of a given city. Rivers can be choked with landfill, and thus developed for industry or housing. Forests can be generated to combat pollution, whilst entire mountain ranges can be leveled in an instant. Also includes a program for shipping routes, and more scenarios. Very highly recommended!
**IBM** - $35.00 **AMIGA** - $35.00

### IBM GAMES
All programs require COLOUR CARD to function. A number of IBM titles are not available in the 3.5" disk format.

### PLEASE NOTE
Reserve stocks of all computer games are kept at a minimum Customers must thus expect delays with their orders - sorry!

# MINIATURES RULES

## ADEPTUS TITANICUS

From the **Warhammer 40,000** universe, these are a very good set of rules for 1/300TH scale sci-fi slugfests! The basic idea is that players beat the crap out of each other with these awesome war machines, all the while blasting the local architecture into dust and stomping on as many infantry as possible! Titans are among the most powerful forces deployable for a planetary assault - they are huge mechanical humanoid warriors, terrible icons to the vicious Imperium. This big boxed set contains six plastic Titan miniatures, eight scenic styrene buildings, charts, rules, rulers, templates, various colour counters, and hours of fun! Multi-player.**$90.00**

### CODEX TITANICUS

Expansion rules for both **Adeptus Titanicus** and **Space Marine** - contains the 60 page rulebook in **Adeptus Titanicus** (obviously very useful for those who have only purchased the **Space Marine** game), a 92 page rules supplement (with advanced mechanics for damage, close combat, ect. - and new titans & infantry support weapons for Imperial, Eldar & Ork forces), plus heaps of sturdy reference sheets, charts, colour counters, templates, ect. Quite handy! **$54.00**

## ANCIENT RULES - WRG

The 7TH Ed. Wargames Research Group's 3000BC - 1485AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in a soft-cover 56-page book, plus reference cards. The rules include historic background details, field engineering of the era, fortifications, unusual 'terror' weapons, and basic stratagems. One of the best set of table-top ancient rules available.**$15.00**

## BATTLESYSTEM

A moderate-complexity system covering large battles between fantasy units - and as such has comprehensive mechanics for powerful magic, mightly heroes and fearsome monsters. Miniatures scale is based on 25mm miniatures - with emphasis on the excellent **Ral Partha** range. One figure represents one creature or character - but common troops appear on multi-figure bases, and fight as a whole formation. This product is a 128 page softcover book, and features high-quality glossy paper and many colour photographs. If a player so wishes characters and beasties from an **AD&D** campaign can be converted into heroes or adversaries for any **Battlesystem** scenario. Includes basic, intermediate, and advanced rules.**$35.00**

### I14: SWORDS OF THE IRON LEGION

Ravening armies sweep across the land, vast hordes of fell creatures lay siege to citadel-fortresses - tremendous battles are fought to decide the fate of nations. This is a module of scenarios, with 8 large-scale encounters and 3 smaller skirmishes: each includes an element of diversity. 64 illustrated pages, plus maps. Can be used with **AD&D** characters.**$15.00**

### DL14: DRAGONS OF TRIUMPH

Mainly an **AD&D** module - but a section is devoted to a **Battlesystem** scenario that has five evil armies trying to beat the crap out of a combined force of good-guys, et al. **$22.00**

A number of other **AD&D** modules and supplements include an optional **Battlesystem** scenario used to resolve large scale encounters or epic conflicts

## CHALLENGER II

Covers battlegroup level games from 1950 to 1995 - and beyond!. One 1/285th scale miniature represents one vehicle. This product is a 66 page book with two card charts, one clear plastic template and 170 markers. These are the most popular modern miniatures rules todate, with a very comprehensive system that utilizes excellent tactical detail, superb mechanics and hard military data on vehicles & weapon systems - all backed with obvious dedicated study. **$14.00**

### MODERN EQUIPMENT HANDBOOK

A 92 page guide to equipment specifications & points values. Contains a compendium of vehicles (MBTs, tank destroyers, APCs, ACs, recon units), anti-tank missiles, rockets (chemical, conventional & nuclear), anti-aircraft systems, mortars, artillery, and helicopters from 49 countries! Can also be used with **WGR**'s modern tactical miniatures rules. **$14.00**

### DIGEST #3

Contains a listing of engineering vehicle, two scenarios, **Challenger** rule amendments, plus new close assault mechanics, equipment listing updates, and Army listing updates (including the Australian Army!). 68 pages. **$14.00**

### DIGEST #4

Ultra modern army lists Volume 1. This 77 page book covers the central front - specifically the NATO & WARPAC members, as well as the European neutrals. Essential data for gamers who organise their forces on real life parameters. **$14.00**

### DIGEST 5

Ultra modern army lists volume 2 features comprehensive tables of organsation for the Middle East, Africa, Asia (the Far East), Latin America, and Intervention Forces. 77 pages, that includes a brief listing of 'hot spot' forces from Central America and Afghanistan. **$14.00**

## COMMAND DECISION

Tactical World War II rules for combined-arms combat. This boxed set contains a 32-page rulebook (with basic and advanced mechanics), a 16-page vehicle-weapon data book (for the US, Germany, Italy, Russia & England), a 28-page divisional unit organization book, a 12-page campaign book with 6 scenarios, a 4-page rules summary folder, 4 card charts, and markers. This is a very playable system for 1/285th, 15mm and HO scale models. Illustrated with photographs. **$40.00**

### BASTOGNE

A 48 page West Front campaign module that uses strategic maps to plot the movement of forces, and to locate the tactical engagements that can then be played out as miniatures battles. Includes 16 scenarios and many photographs. This supplement is FREE with every purchase of **Command Decision**.

### BARBAROSSA 25

Yep, you guessed it, an East Front campaign module that covers the entire war for Russia in 64 pages - this bitter conflict is reduced by a factor of 25 to enable it to become a playable miniatures simulation. Movement is made over a set of strategic maps, whilst the ensuing battles are resolved using miniatures. Includes unit lists, formation statis sheets, national TO&Es, OBs for air and land forces, plus lots of maps.This product is FREE with every purchase of **Command Decision** - it cannot be bought independently.

### ARMIES OF WORLD WAR 2

A **Command Decision** supplement that features comprehensive orders of battle, and equipment performance charts, for the early (1939-'40) campaign nationalities such as France and Poland - as well as the Pacific armies (Japan, China, USMC, et al). 96 pages. Due Nov. **$25.00**

### COMBINED ARMS

Uses the **Command Decision** system for modern warfare. Recreates the savage land-air actions that may yet rage across Europe. Sophisticated electronics have accelerated the pace of today's combat, 'Speed Kills' is an axiom that every modern commander must adhere to vehemently if victory is to be achieved. The rules stress command-control, and the mechanics have been designed so that players must balance unit integrity and rapid tactical maneuvers, or suffer sudden attrition. For 1/285TH or HO scale miniatures. Includes rules for air power, chemical warfare, and combat engineering. Weapons data features gun charts, national vehicle listings & organisational tables (for 12 countries). 152-pages. **$25.00**

### OVER THE TOP

The dawn of modern warfare - rules for the bloody mire that was World War I. The game mechanics feature gas attacks, artillery barrages, complex trench systems, rudimentary AFVs, and the deadly machine gun. This 128 page book includes 10 scenarios (one involves the Australian cavalry in the Holy Lands fighting the Germans & Turks), two campaigns, and complete orders of battle. Due Aug. **$25.00**

### THE SOUTH ATLANTIC WAR

An in-depth study of the Falklands war, with historical orders of battle, maps, and background. Scenarios for both **Harpoon** and **Combined Arms.** Boxed set, due Oct. **$25.00**

### FUTURE RELEASE?

**PACIFIC COMMAND DECISION:** New rules include naval bombardment, carrier air support and amphibious landings. With scenarios and Japanese/Marine organisation-equipment.

## FIREFLY

World War II tactical Battlegroup actions using 1/300th or 1/200th scale miniatures - the mechanics are based on the exceptional system pioneered by **CHALLENGER II**. The rules are quite comprehensive, and thus require the combatants to carefully employ a combined-arms strategy - or suffer the ignominy of a crushing defeat! The rulebook is 100 pages in length, and includes a selection of game markers, an A4 sized reference chart, and a transparent artillery 'beaten zones' template. **FIREFLY**'s quality mechanics require equally detailed source material, and this is provided by a very large technical list of vehicles & aircraft from 12 nations. Army lists for the major forces are featured in Part Two of the rules - with Brigade, Regiment, Division, Kampfgruppe & Corps sized formations. Highly recommended. **$14.00**

### HISTORIC MINIATURES GAMERS

We are considering the option of distributing historic metal miniatures such as those of **GHQ**'s exceptional 1/285th scale WWII & Modern range. If you would welcome this selection of miniatures (or something similar), then please **WRITE** in and tell us - if enough people respond in kind we'll get them in!

## HARPOON

Modern naval wargames rules that pits individual vessels and a deadly entourage of support weapons in fierce tactical combat. A new boxed set with a 48-page rule book, a 64 page data annex book (covering over 200 ship & submarine classes, 130 types of helicopter & aircraft, plus stats for various missiles, gun systems, torpedoes, bombs, radar, sonar and more!), a 16 page scenario book, two reference cards and 168 counters (if you don't feel like purchasing miniatures). The mechanics are very comprehensive, and thus allow for a very realistic interpretation of contemporary or near-future waterborne conflicts. However, be warned that these rules are not for the faint of heart! **$50.00**

### BATTLES OF THE 3RD WORLD WAR

Contains 14 scenarios of possible encounters in the North Atlantic during a projected global confrontation. The fleets of NATO and the USSR meet in a bitter contest for control of the ship-lanes. With new **Harpoon** rules, ex-'secret' weapons, stats for extra ships and on-board weapon systems, plus good essays on maritime strategy. 48-pages. **$18.00**

### SHIP FORMS

A supplement that provides very detailed record sheets on individual vessels in the NATO (12) and USSR (13) fleets. These stat-sheets feature only major or standard vessels, plus 9 common aircraft and 4 helicopters. 56-pages Illustrated with photographs. Includes a scenario-generation system. **$18.00**

### SUB FORMS

Like **Ship Forms**, this 48 page supplement is designed to make **Harpoon** set-up time shorter, and play easier. It provides 38 prepared submarine data-sheets, ready for use with the game. Includes vessels from seven countries. **$18.00**

### ASW FORMS

This product will contain data-sheets for 32 Anti-Submarine Warfare vessels and aircraft, plus another section devoted to ASW scenario generation. These forms are designed to ease the **Harpoon** pre-play preparation schedule and to promote quicker turns. **$20.00**

### DATA ANNEX 1990-91

The key to the popularity of **Harpoon** is its authoritative Data Annex - filled with details of modern ships, submarines, aircraft, weapons, missiles, and electronics. This is a 144 page supplement that updates existing information, and presents spec's for newly commissioned or near-future vessels, etc. Also includes new aircraft endurance rules. **$25.00**

### THE SOUTH ATLANTIC WAR

Covers the entire Falklands war - includes scenarios for both Harpoon and Combined Arms. All the necessary information is provided, such as maps, orders of battle, and ship status sheets. Due Oct. **$25.00**

### HISTORIC MINIATURES GAMERS

We are considering the option of distributing historic metal miniatures such as those of **GHQ**'s superb 1/2400th scale WWII & Modern (designed specifically for **HARPOON**!) range. If you would welcome this selection of miniatures (or something similar), then please **WRITE** in and tell us - if enough people respond in kind we'll get them in!

## JOHNNY REB

This is the second edition boxed set. The period covered is, naturally, the American Civil War. One figure (of any scale) represents 20 soldiers, and they are thus employed in Regimental sized formations. Players can participate in massive Corps-level engagements! This detailed production includes an 86-page rulebook (well illustrated with diagrams), an 11-page booklet of scenarios, two A3 quick-reference charts and 300 cardboard counters. This is certainly the most comprehensive, and playable, set of Civil War rules available. **$50.00**

### TO THE SOUND OF THE GUNS

A very detailed historic supplement that spans the entire chronology of the War of the Rebellion - with 12 scenarios, some containing special rules governing unique problems facing the Union or Confederate troops involved. **$18.00**

## NAPOLEON'S BATTLES

Rules for large scale, grand tactical land warfare (1792-1815), using 15mm (or other scale) miniatures. Features a unique wargaming system that emphasises command and constant player interaction. Time scale is 30 minutes per turn, with 100 yards per inch, and figure scale is set at 1/120 for infantry, 1/80 for cavalry, and 1 artillery base per battery - combat units are regiments or brigades. The boxed set includes an introductory book (background details), a scenario book with 8 battles (and a DYO section), a rulebook with 3 complexity levels, various reference cards & templates, and 186 counters representing troops & terrain. Game data is provided for over 350 historic unit types, with over 800 leaders rated for their abilities (or lack of them!). Produced by Avalon Hill **$55.00**

### NAPOLEON'S BATTLES EXPANSION MODULE

Should be available by August - it will contain optional rules, more details on scenario design, and nine historic battles playable with either miniatures or counters. **$28.00**

### HISTORIC MINIATURES GAMERS

We are considering the option of distributing historic metal miniatures such **Jacobite**'s exceptional 15mm scale Napoleonic range. If you would welcome this selection of miniatures (or something similar), then please **WRITE** in and tell us - if enough people respond in kind we'll get them in!

## PANZERFAUST - ARMORED FIST

Third edition tactical World War II rules designed in Australia. For use with 1/76nd or 1/285th scale miniatures. Each figure or model represents one man or vehicle, thus each game can get quite detailed, but the overall system keeps play moving fast. Includes comprehensive gun tables, vehicle charts and 1939-'45 army lists for twelve nationalities - including minor countries such as Poland & Italy. The extensive mechanical and organizational background material complement this very well designed publication. **$12.00**

### INFANTRY UPDATE

The 'fourth edition' revised infantry combat resolution rules - three pages of text,with photos. This item is given away FREE with every copy of PANZERFAUST sold. **$0.50**

### HISTORIC MINIATURES GAMERS

We are considering the option of distributing historic metal miniatures such as those of **GHQ**'s exceptional 1/285th scale WWII & Modern range. If you would welcome this selection of miniatures (or something similar), then please **WRITE** in and tell us - if enough people respond in kind we'll get them in!

## PHOENIX COMMAND

The second editon version of this quick-playing and extremely realistic small arms combat system. Presented in a 90-page softcover book, this is the definitive man-to-man simulator of modern combat. Very highly recommended by reviewers (and myself - which I suppose isn't really worth typing in, but it's too late!). Includes basic, advanced, and optional rules plus character generation systems and hard data on a comprehensive selection of contemporary weapon-systems (pistols, SLRs, LMGs, grenades, shotguns, et al). Great! **$30.00**

### HIGH-TECH WEAPON DATA SUPPLEMENT

A 32-page guide to futuristic hi-tech weaponry (such as Sliver, Flechett & Lase) and personal body armor (flex, power, ect.). Includes data on caseless munitions, mines, launchers et al. An ideal companion to the **Cyberpunk** genre games. **$18.00**

### ADVANCED RULES

Optional material (including RPG related rules for skills, training & experience) such as blunt trauma, smoke, blind fire, traps, explosive ammo, spotting, weapon reliability & optical scopes. More mayhem than you can poke a stick at! **$18.00**

### HAND-TO-HAND COMBAT SYSTEM

No mucking-about here kids, straight into the real messy stuff! 47-pages of real 'hands-on' violence - from whips & swords to baseball bats & chainsaws! This product includes character generation, medical mechanics, etc. Real family fun! **$20.00**

### WORLD WAR II WEAPON DATA SUPPLEMENT

Complete gaming data for over 80 small arms (pistols, HMGs, SMGs, explosives, rocket launchers, et al) from Italy, France, Germany, Russia, America, Britian, and Japan. An ideal skirmish supplement for squad-level WW2 games. **$18.00**

### WILD WEST WEAPON DATA SUPPLEMENT

Features 48 of the most popular weapons of the time, with an overview of 19th century weapons development. Includes rules on quick drawing, fanning revolvers, speed loading, and other classic 'western-shootout' kinda stuff! **$15.00**

### SPECIAL WEAPONS DATA SUPPLEMENT

Contains all the necessary rules & data for a wide variety of unusual weapons like riot control gear, flamethrowers, miniguns, claymores, modern bows, silencers (plus other special forces gear) and garrotes. 32-pages of more family fun.**$18.00**

### CIVILIAN WEAPON DATA SUPPLEMENT

Details on over 80 weapons available (in the U.S.) for civilian use (I can't see many people wanting to play out a McDonald's massacre!) or police operations. What you get is a comprehensive listing of modern pistols, rifles, shotguns, etc. **$18.00**

### ARTILLERY SYSTEM

For those who think that rifles don't make enough mess, or that combat shotguns are only messy at ranges too close to contemplate - here's some heavy hardware that's guaranteed to turn every target into instant fertiliser! Due Aug. **$20.00**

### MECHANISED COMBAT SYSTEM

I suppose the theory with this one is that if you can't hit the buggers, then run 'em down with a bloody great tank or something. Regardless of the actual application for this system, if it's as good as the rest then it's worth buying! Due Nov.**$20.00**

### PHOENIX COMMAND APPLICATIONS

The basic system, as well as all of its supplements, can be employed as a very detailed set of skirmish-scale wargame rules for miniatures, or a very realistic alternative combat system useable with most modern or near-future role-playing games (such as **RECON** or **TOP SECRET S.I.**).

## RULES ACCORDING TO RAL

These are fantasy wargaming rules specifically designed for use with the **Ral Partha** range of 25mm miniatures. The game mechanics are structured for ease of play, and are flexible enough for both two player skirmishes or large, multi-player mass confrontations. One figure represent one being or creature - but troops must fight in formation to be effective - except for leaders, heroes, wizards, and monsters. This boxed set includes a 28 page rulebook (with 4 scenarios), 2 reference charts, 8 blank character cards, and 5 special miniatures (with full game stats!). Quite recommended - the rules allow for quick turn resolution without compromising the basic fantasy elements, like magical combat and plenty of monsters tearing everything they see limb from limb! **$27.00**

## SPACE 1889

### SOLDIER'S COMPANION

An unusual, but effective, set of miniatures rules that meld science fiction imagery with the colonial adventurism of the Victorian era! Basically this is a good, solid set of 19th century colonial rules: however; the land, aerial & aquatic forces are liberally spiced with weaponry of a more fantastic nature - land juggernauts, combat tripods, zeppelins, and autogyros, just to name a few. Also includes complete Army Lists for the major combatants of Earth, Mars, Venus and Luna. A serious set of wargaming rules that features a lot of imagination and pulp imagery. **SOLDIER'S COMPANION** is a 192 page book liberally illustrated with line drawings & photographs. **$30.00**

### IRONCLADS AND ETHER FLYERS

Aggressive nations contest for domination of the world's oceans. With these detailed aeronaval combat rules players engage in games of military posturing & strategic positioning in the unstable period before the Great War. The fate of entire countries rests on the strength and leadership of their fleets - armadas of dreadnoughts, monitors, submarines, aerial cruisers, ether battleships, zeppelins, and the like, clash in furious battles of attrition. This 108 page book features extensive 'period' mechanics, a multitude of special weapons & weapon platforms, ship forms, 9 scenarios (including "Defense of Melbourne"!), campaign rules, 6 campaign games, a ship design system, and comprehensive vessel lists for 29 nations. Fully compatable with **SOLDIER'S COMPANION.** **$30.00**

## SPACE MARINE

Set in the **Warhammer 40,000** universe, and directly tied to **Adeptus Titanicus** - although you don't need that set to play this product. **Space Marine** is a game of infantry based combat in a brooding, gothic universe where a techno-religious Imperium fights an array of fantasyesque races and the dread spectre of Chaos! The ever expanding range of **Citadel** 1/300th scale miniatures used with these rules reflect a fussion of classic science-fiction elements and the tortured, draconian future that is **Space Marine**'s background. This boxed set includes a well-illustrated 64 page rulebook, 48 plastic vehicles, 320 plastic infantry (with 64 squad-sized bases), various hard-board templates & markers, 14 colour cardboard buildings, and several game aids. Although not a complex simulation - the richness of **Space Marine**'s theme setting, and the adaptation of standard 'pulp sci-fi' style weapons has produced a very entertaining game. **$90.00**

### CODEX TITANICUS

Expansion rules for both **Adeptus Titanicus** and **Space Marine** - contains the 60 page rulebook in **Adeptus Titanicus** (obviously very useful for those who have only purchased the **Space Marine** game), a 92 page rules supplement (with advanced mechanics for damage, close combat, ect. - and new titans & infantry support weapons for Imperial, Eldar & Ork forces), plus heaps of sturdy reference sheets, charts, colour counters, templates, ect. **$54.00**

## WARHAMMER FANTASY BATTLES

Third edition hard cover, 278 page book. These are the most popular wargames rules, covering fantasy warfare, available. The mechanics are very detailed and have a great amount of character. Every imaginable aspect of heroic combat is covered - chariots, aerial combat, heroes, character skill levels, champions, generals, wizards, elite units, special forces, camp followers, leadership, war beasts, war engines, racial types and much, much more! Wonderfully illustrated throughout, the book contains a wealth of background material. Units are allocated to specific regiments, morale & combat efficiency is directly tied to the whole formation - with heroes, magic users, beasties, special weapons, et al, used as potent auxiliaries. Includes a sample scenario, plus 24 pages of perforated play aids & charts. This product is designed to be used in conjunction with the comprehensive range of **Citadel** 25mm miniatures. **$60.00**

### WARHAMMER SIEGE

A 140 page hardbound book. Features rules concerned with fortress assaults and castle defense. This is a comprehensive supplement for both **Warhammer 40000** and **Warhammer Fantasy Battles Rules**. The mechanics cover everything from citadel construction & structural strength to details on an array of siege machines, army supplies, tactical magic and flying critters. With many illustrations, colour photographs, templates, 690 game markers, and several scenarios. **$60.00**

### REALM OF CHAOS VOL. 1

Also for use with **Warhammer 40000**, this hardcover book gives new rules for dark magic, Daemonic weapons, and Chaos attributes! Plus lots of background information on Chaotic organisations, evil cults and Army Lists. Features the usual plethora of illustrations and colour photographs. "For Mature Gamers" says the blurb on the box, no doubt this helps boost their sales to the younger players! 282 pages of gothic-horror splatter frenzy. **$60.00**

### REALM OF CHAOS VOL. 2

Despite what **White Dwarf** magazine says about availability - at this point in time (mid-July) this product is still not distributed in Oz. No doubt it contains information on more gruesome cults, obscene beasties, and violent powers. **TBA**

### WARHAMMER ARMIES

This 162 page hardback book presents a huge array of complete army lists, with everything from Dark Elves and Pygmys, to mercenaries and gobbos. Features supplementary rules for combat, special troops, magic, magic items, and more monsters. All troop types are illustrated, and hundreds of shield & banner designs are included for gung-ho figure painters. Also includes revised army record cards. **$55.00**

### TOWNSCAPE

A large cardboard folder containing 39 full-colour cardstock buildings. These constructions are very easy to assemble (all you need are scissors & paper-glue), and include illustrated instructions. Features various houses, inns, towers, ruins, and a WC - all in **Citadel** style 25mm. **$45.00**

## WARHAMMER 40,000

Miniatures based table-top game designed for two or more players representing the Imperium or one of its many enemies ranged against its borders. A tactical science fiction system suitable for games varying in size from simple skirmishes to full-scale engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities and bionics. There is also a very comprehensive listing of the weapons, armour, and fighting vehicles of the future. Extensive background information includes a guide plus history of the galaxy as well as a detailed bestiary of the bizarre beasties and aliens that inhabit the known planets. 272 pages, very well illustrated, with pullout unit briefs, templates and record sheets. Designed for use with **Citadel**'s extensive range of metal and plastic 25mm science fiction miniatures. **$60.00**

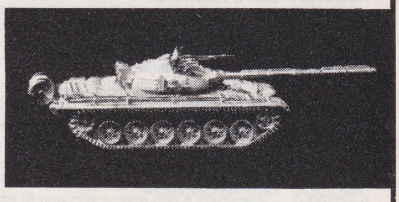
### WARHAMMER 40,000 COMPENDIUM

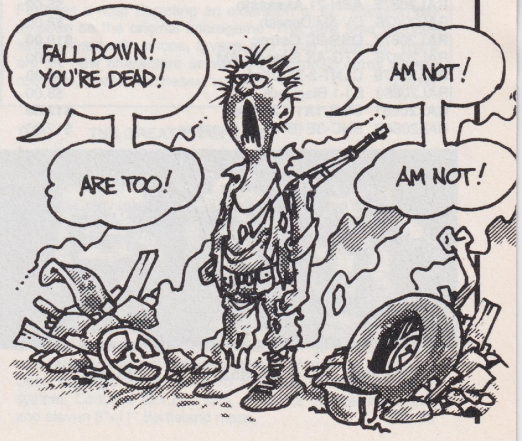
A 198 page softcover book filled with every conceivable **Warhammer 40,000** (Chapter Approved) article that has ever graced the glossy pages of **White Dwarf** magazine! Includes rules for medics, craters and other such related miscellany. 'New' vehicles and weapon systems such as bikes, predators, dreadnoughts, Robots, et al, are fully detailed for inclusion in every player's armies. There are also extensive painting-guides for related **Citadel** miniatures, and other articles of interest for the complete enthusiast. Packed, as only **Games Workshop** can do it, with artwork and photographs. **$40.00**

### WAAARGH - ORKS!

A comprehensive Orc sourcepack - 104 hole-punched pages in a loose dust cover. Features all you ever wanted to know about this obnoxious, brutish race - as well as those things you didn't want to know! Experience the culture, however rude and filthy, of the infamous Mad Boyz and their brethren. Covers Orc history, society, castes, infamous clans, uniforms, banner art, languages, Gretchin's, Snotlings, the much abused Squigs, painting guides, and more. **$50.00**

See **Warhammer Fantasy Battle Rules** for more products.





# MINIATURES

## RAL PARTHA

RAL PARTHA is an American company with a long history of quality. Having already established itself as the premier BATTLETECH manufacturer, Ral Partha is now producing a superb collection of AD&D characters and monsters in true 25mm scale - the best we have seen yet! Customers please note that some of the earlier IMPORTS range are rather crude. When ordering, please include stock title and FULL numerical code.

### BATTLETECH

#### BLISTER PACKS

each with one 1/300TH scale metal miniature.

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| **RAL800** | **Four BATTLETECH Hex Bases** | **$7.00** |
| RAL20805 | FLE-15 Flea | $6.00 |
| **RAL20806** | **Hunter: 2 Missile Tanks** | **$9.00** |
| RAL20807 | Striker: 2 Armoured Cars | $9.00 |
| **RAL20808** | **Pegasus: 2 Lt. Hover Tanks** | **$9.00** |
| RAL20815 | ARC-4R Archer | $9.00 |
| **RAL20816** | **Vedette Tank (2)** | **$12.00** |
| RAL20817 | Condor 50 Ton Hover Tank (2) | $11.00 |
| **RAL20818** | **Drillson 50 Ton Hover Tank (2)** | **$11.00** |
| RAL20819 | Maxim: 50-Ton Hover Transport (2) | $11.00 |
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| RAL20823 | Kurita Infantry | $17.00 |
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| RAL20832 | WSP-1A Wasp | $6.00 |
| **RAL20833** | **PXH-1 Phoenix Hawk** | **$8.00** |
| RAL20834 | CRD-3R Crusader | $8.00 |
| **RAL20835** | **GRF-1N Griffin** | **$8.00** |
| RAL20836 | SHD-2H Shadow Hawk | $8.00 |
| **RAL20837** | **WVR-6R Wolverine** | **$8.00** |
| RAL20838 | BLR-1G Battlemaster | $10.00 |
| **RAL20839** | **TDR-5S Thunderbolt** | **$8.00** |
| RAL20840 | WHM-6R Warhammer | $10.00 |
| **RAL20841** | **RFL-3N Rifleman** | **$10.00** |
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| **RAL20843** | **MAD-3R Marauder** | **$13.00** |
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| RAL20854 | HBK-4G Hunchback | $9.00 |
| **RAL20855** | **OLT-4D Ostsol** | **$10.00** |
| RAL20856 | ZEU-6S Zeus | $12.00 |
| **RAL20857** | **UM-R60 Urbanmech** | **$6.00** |
| RAL20858 | CDA-2A Cicada | $8.00 |
| **RAL20859** | **SCP-1N Scorpion** | **$10.00** |
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| **RAL20873** | **SDR-5V Spider** | **$7.00** |
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| **RAL20893** | **Marauder Mk. II** | **TBA** |
| RAL20894 | FFL-4A Firefly | TBA |
| **RAL20895** | **EXT-4D Exterminator** | **TBA** |
| RAL20896 | HGN-732 Highlander | TBA |
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| **RAL20902** | **Steiner Aerospace Pilot** | **$3.00** |
| RAL20903 | Steiner Security Guard | $3.00 |
| **RAL20920** | **Kurita Mechwarriors** | **$8.00** |
| RAL20921 | Kurita Ground Troops | $8.00 |
| **RAL20922** | **Kurita DSA Special Forces** | **$3.00** |
| RAL20923 | Kurita 'Mechtech | $3.00 |
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| **RAL20942** | **Liao Death Commando** | **$3.00** |
| RAL20943 | Liao Aerospace Pilot | $3.00 |
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### DUNGEONS & DRAGONS

#### MONSTERS

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11-421

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11-414

#### CHARACTERS

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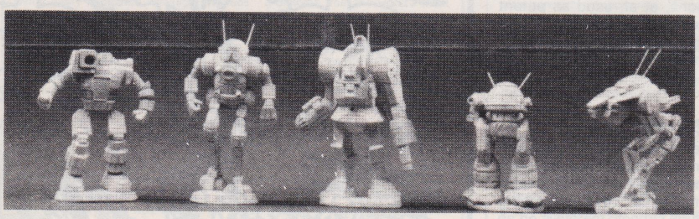

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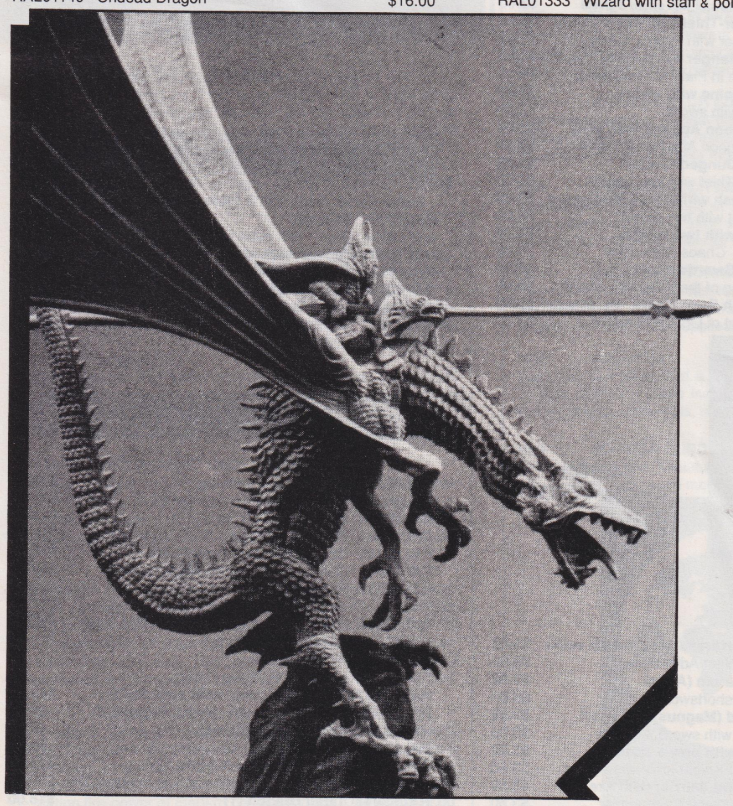
| | | |
|---|---|---|
| RAL02201 | Wood Elf with bow | $3.00 |
| **RAL02210** | **High Elf with sword** | **$3.00** |
| RAL02211 | High Elf Advancing with sword & shield | $3.00 |
| **RAL02212** | **High Elf with spear & shield** | **$3.00** |
| RAL02214 | High Elf with bow & sword | $3.00 |
| **RAL02219** | **Elf Mage with staff** | **$3.00** |
| RAL02227 | Halflings with bows & slings (2) | $3.00 |
| **RAL02228** | **Halfings with axes & swords (2)** | **$3.00** |
| RAL02235 | Dwarf with 2-handed axe | $3.00 |
| **RAL02239** | **Dwarf Leader with sword** | **$3.00** |
| RAL02272 | Giant Goblin with sword & shield | $3.00 |
| **RAL02275** | **Giant Goblin with mace** | **$3.00** |
| RAL02278 | Orc Archer with bow & sword | $3.00 |
| **RAL02279** | **Orc Leader with sword & shield** | **$3.00** |
| RAL02301 | Fighter in Platemail with sword & shield | $3.00 |
| **RAL02302** | **Paladin with greatsword** | **$3.00** |
| RAL02303 | Ranger in Mail with bow | $3.00 |
| **RAL02304** | **Chaotic Warrior with greatsword** | **$3.00** |
| RAL02305 | Charging Fighter (mixed weapons) | $3.00 |
| **RAL02306** | **Barbarian swinging 2-handed sword** | **$3.00** |
| RAL02307 | Heroic Knight with sword & shield | $3.00 |
| **RAL02308** | **Fighter with longbow & sword** | **$3.00** |
| RAL02309 | Anti-Hero with axe & shield | $3.00 |



**RAL10500**
Red Dragon
of Ktynn
(Boxed Set)

| | | |
|---|---|---|
| RAL02310 | Female Fighter with sword & shield | $3.00 |
| **RAL02311** | **Cavalier Knight with 2-handed sword** | **$3.00** |
| RAL02312 | Warrior Lord with two swords | $3.00 |
| **RAL02331** | **Master Thief with dagger & sword** | **$3.00** |
| RAL02332 | Brigand Thief with sword | $3.00 |
| **RAL02333** | **Acrobatic Thief with staff** | **$3.00** |
| RAL02334 | Cloaked Assassin with dagger | $3.00 |
| **RAL02335** | **Ninja Assassin with katana** | **$3.00** |
| RAL02351 | Wizard with staff | $3.00 |
| **RAL02352** | **Adventurer Wizard with wand** | **$3.00** |
| RAL02353 | Illusionist Conjuring | $3.00 |
| **RAL02354** | **Evil Wizard with Skull Staff** | **$3.00** |
| RAL02355 | Wizard with great runesword | $3.00 |
| **RAL02356** | **Female Magic User with staff** | **$3.00** |
| RAL02371 | Cleric with ball & chain | $3.00 |
| **RAL02372** | **Armored Cleric with mace & shield** | **$3.00** |
| RAL02373 | Druid with sword & staff | $3.00 |
| **AL02374** | **Evil High Priest** | **$3.00** |
| RAL02375 | Inquisitor with Sword of Justice | $3.00 |
| **RAL02376** | **Female Cleric in robes** | **$3.00** |
| RAL02391 | Bard with sword & lute | $3.00 |
| **RAL02401** | **Great Fire Dragon** | **$16.00** |
| RAL02402 | Skeletons with swords (2) | $7.00 |
| **RAL02403** | **Weretiger** | **$3.00** |
| RAL02404 | Gargoyle | $5.00 |
| **RAL02405** | **Demon** | **$5.00** |
| RAL02406 | Armored Minotaur with spear | $5.00 |
| **RAL02407** | **Hell Hounds (3)** | **$9.00** |
| RAL02408 | Lion Centaurs (2) | $9.00 |
| **RAL02412** | **Ratlings (4)** | **$11.00** |
| RAL02415 | Trolls (3) | $11.00 |
| **RAL02416** | **Armoured Ogres (2)** | **$11.00** |
| RAL02918 | Thieves (3) | $9.00 |
| **RAL02901** | **Small 7-headed Hydra** | **$10.00** |
| RAL02902 | Female Giant with sword & shield | $10.00 |
| **RAL02903** | **Armored Centaurs (Male & Female)** | **$10.00** |
| RAL02908 | Manticore | $9.00 |
| **RAL02909** | **Unicorn** | **$6.00** |
| RAL02910 | Lions (Male & Female) | $7.00 |
| **RAL02911** | **Attack Dogs (4)** | **$7.00** |
| RAL02912 | Giant Rats (5) | $7.00 |
| **RAL02922** | **Gnomes (3)** | **$8.00** |
| RAL02927 | Female Warriors (3) | $9.00 |
| **RAL02928** | **Wyvern** | **$11.00** |
| RAL02931 | Fighting Paladin with sword & shield | $3.00 |
| **RAL02932** | **Anti-Hero with 2-handed axe** | **$3.00** |
| RAL02933 | Half-Elf Champion with bow & sword | $3.00 |
| **RAL02934** | **Barbarian Giant with sword & shield** | **$11.00** |
| RAL02936 | Armored Minotaur with sword | $8.00 |
| **RAL02937** | **Fighting Pegasus** | **$9.00** |
| RAL02938 | Skeleton Warriors | $12.00 |
| **RAL02939** | **Gnoll Champion with Henchbeasts (3)** | **$10.00** |
| RAL02940 | Skeletal Giant - various weapons | $12.00 |
| **RAL02941** | **Chaotic War Dragon & Rider** | **$16.00** |
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| **RAL02945** | **Sabretooth Tiger** | **$4.00** |
| RAL02948 | Archers (3) | $10.00 |
| **RAL02949** | **Grey Wizard with staff** | **$3.00** |
| RAL02950 | Undead Ninja with katana | $3.00 |
| **RAL02951** | **Ki-Rin** | **$6.00** |
| RAL02952 | Skeletal Beastmen (4) | $11.00 |
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| RAL02954 | Winged Demon Lord with sword | $10.00 |
| **RAL02955** | **Evil Dragon** | **$16.00** |
| RAL02956 | Giant Minotaur/Beastman with sword | $11.00 |
| **RAL02957** | **Armored Hobgoblins (4)** | **$11.00** |
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| **RAL02959** | **Female Adventurers (3)** | **$9.00** |
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| **RAL02963** | **Female Magic Users (3)** | **$9.00** |
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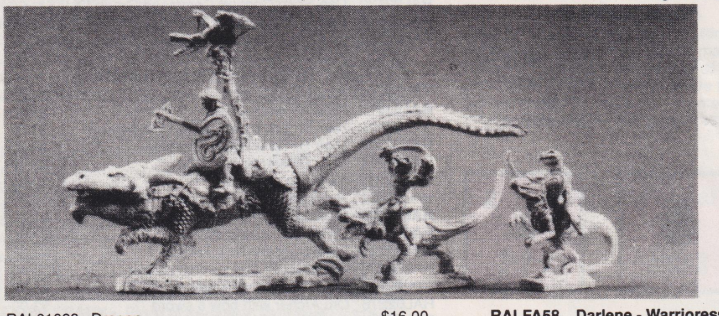
| **RAL02965** | **Mounted Spectre** | **$8.00** |
| RAL02966 | Half-Elf Adventurer - mounted & foot | $10.00 |
| **RAL99017** | **Lesser Animals** (fox, boar, bobcat, badger, wolf, snake & buck deer) | **$13.00** |

Don't forget to mark down **SECOND CHOICES** please!

## VARIOUS BOXED SETS



**RAL10411**
Wasteland Raiders

| | | |
|---|---|---|
| RAL01068 | Dragon | $16.00 |
| **RAL01083** | **War Dragon with Rider** | **$20.00** |
| RAL01084 | Evil Lord on Litter | $20.00 |
| **RAL01094** | **Golden Dragon** | **$35.00** |
| RAL01127 | The Black Prince's Chariot of Fear | $30.00 |
| **RAL02020** | **Elf War Chariot (with 2 crew)** | **$22.00** |
| RAL02078 | Chaos War Machine | $40.00 |
| **RAL10200** | **Ninja (6)** | **$16.00** |
| RAL10210 | Guardian Dragon (2-headed) | $20.00 |
| **RAL10211** | **Silver Dragon** | **$20.00** |
| RAL10212 | Rogon: the Balrog Dragon with whip | $20.00 |
| **RAL10302** | **Best of Ral Partha - Elven mix (10)** | **$20.00** |
| RAL10303 | Best of Ral Partha - Children of the Night | $20.00 |
| **RAL10304** | **Dungeon Fiends (10)** | **$20.00** |
| RAL10305 | Adventure Fellowship (10) | $20.00 |
| **RAL10306** | **Fantasy Champions (10)** | **$20.00** |
| RAL10308 | High Chivalry (9) | $20.00 |
| **RAL10309** | **Skeletal Legions of the Liche King (9)** | **$20.00** |
| RAL10410 | Bear Chariot of the Icelands | $30.00 |
| **RAL10411** | **Wasteland (Lizard) Riders (3)** | **$30.00** |
| RAL10412 | Ral - Lord of Balrogs with sword/whip | $30.00 |
| **RAL10414** | **Warlords (10)** | **$20.00** |
| RAL10415 | Necromancer's Throne of Bone | $40.00 |
| **RAL10416** | **Duelling Dragons** | **$40.00** |
| RAL10417 | Giant Hydra | $35.00 |
| **RAL10418** | **Griffin Chariot** | **$40.00** |
| RAL13100 | Giant War Eagle with rider | $35.00 |
| **RALFA300** | **Adventure Encounter Set (11)** | **$22.00** |
| RALTF300 | The Defenders of Law (10) | $22.00 |
| **RALTF301** | **The Chaotic Band (10)** | **$20.00** |
| RALTF302 | Warriors of the World (10) | $20.00 |
| **RAL98002** | **Adventurers (8)** | **$18.00** |
| RAL98006 | Dungeon Party (8) | $18.00 |
| **RAL98009** | **Witch's Lair (8 bits)** | **$18.00** |
| RAL98013 | Females Adventurers (8) | $18.00 |
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## RAL PARTHA IMPORTS

Blister Packs: 25mm metal Fantasy miniatures - each with one figure unless stated otherwise.

| | | |
|---|---|---|
| **RAL13002** | **Hill Giant with club** | **$10.00** |
| RAL13003 | Trolls (2) | $10.00 |
| **RAL13017** | **Giant in Mail Armor with club** | **$10.00** |
| RAL13020 | Giant Cyclops | $10.00 |
| **RAL13033** | **Wurm (1)** | **$16.00** |
| RAL13039 | Japanese Ogre with naginato | $9.00 |
| **RAL31001** | **Lord of Darkness with mace** | **$4.00** |
| RAL31002 | Wraith Rider on Winged Mount with mace | $11.00 |
| **RAL31003** | **Ghost** | **$3.00** |
| RAL31004 | Ghoul with severed hand | $3.00 |
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| **RAL31011** | **Bruise Brothers with axe & club (2)** | **$8.00** |
| RAL31012 | Armored Giant Half-Troll Champion | $11.00 |
| **RAL31013** | **Chaotic Monk with mace** | **$3.00** |
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| **RAL31016** | **Druid with sword & Bear (2)** | **$7.00** |
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| RAL32010 | Eight Treasure Items | $4.00 |
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| RALFA12 | Ninja Assassin with sword | $3.00 |
| **RALFA14** | **Elven Hero with sword & shield** | **$3.00** |
| RALFA16 | Female Magic User with dagger & staff | $3.00 |
| **RALFA18** | **Female Cleric with mace & shield** | **$3.00** |
| RALFA19 | Female Fighter with sword & shield | $3.00 |
| **RALFA20** | **Houri with dagger (and little else!)** | **$3.00** |
| RALFA21 | Evil Wizard with serpent staff | $3.00 |
| **RALFA22** | **Evil Cleric with mace & shield** | **$3.00** |
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| **RALFA24** | **Anti-Hero with sword & shield** | **$3.00** |
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| **RALFA26** | **Fighter in Chainmail with sword & shield** | **$3.00** |
| RALFA27 | Amazon with sword & shield | $3.00 |
| **RALFA30** | **Female Ranger with bow** | **$3.00** |
| RALFA31 | Paladin in Chainmail with sword & shield | $3.00 |
| **RALFA34** | **Gnome Warrior-Thief with axe & shield** | **$3.00** |
| RALFA37 | Questing Ranger with torch & sword | $3.00 |
| **RALFA41** | **Adventuring Ranger with longbow & sword** | **$3.00** |
| RALFA42 | Female Paladin in Plate with mace/shield | $3.00 |
| **RALFA43** | **Barbarian Heroine with sword** | **$3.00** |
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| **RALFA45** | **Monk in Dungeon Apparel with staff** | **$3.00** |
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| **RALFA50** | **Thief in Ambush with bow & longsword** | **$3.00** |
| RALFA51 | Female Duellist with two swords | $3.00 |
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| RALFA53 | Torquemanda - Chaos Conqueror | $3.00 |
| **RALFA54** | **Zora - Gypsy Swordwoman** | **$3.00** |
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| **RALFA56** | **Bal - Lord High Executioner with polearm** | **$3.00** |
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| **RALFA58** | **Darlene - Warrioress of Light with sword** | **$3.00** |
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| **RALFA65** | **Chaotic Barbarian (Attila)** | **$3.00** |
| RALFA66 | Hercules with shortsword | $3.00 |
| **RALFA67** | **Heroic Wizard (Magnus) with staff** | **$3.00** |
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| **RALFA69** | **Jungle Lord with bow & spear** | **$3.00** |
| RALFA70 | Gallinir - Elven Knight with sword & shield | $3.50 |
| **RALFA71** | **Obess - Rotund Warrior with axe** | **$3.50** |
| RALFA72 | Shokmeister - Dwarf Stormtooper | $3.50 |
| **RALFA73** | **Roeg - Barbarian Prince of Thieves** | **$3.50** |

| | | |
|---|---|---|
| | WEIRD FANTASY RANGE | |
| **RALWF01** | **Kindly Old Wizard with flowers & mace** | **$3.00** |
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| **RALWF03** | **Complete Adventurer with everything!** | **$3.00** |
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| **RALWF05** | **Dwarf with Inferiority Complex (on stilts)** | **$3.00** |
| RALWF06 | The Grateful Undead - skeleton band (4) | $10.00 |
| **RALWF07** | **Samurai Night Fever** | **$3.00** |
| RALWF11 | Dwarf with No Name (& crossbow) | $3.00 |
| **RALWF12** | **Garg-Sis-Tot All American Giant** | **$11.00** |
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| **RALWF16** | **King of the Bards with guitar** | **$3.00** |
| RALWF17 | Boom Bunny with carrot shield! | $3.00 |
| **RALWF18** | **Texas Bob the Ogre** | **$5.00** |
| RALWF19 | Reynard the Rogue - Vulpine Knight | $3.50 |
| **RALWF20** | **Groan of the Spare Katana (?)** | **$3.50** |

Please give **SECOND CHOICES** when ordering

## COLLECTOR'S SETS

**BOXED SETS**

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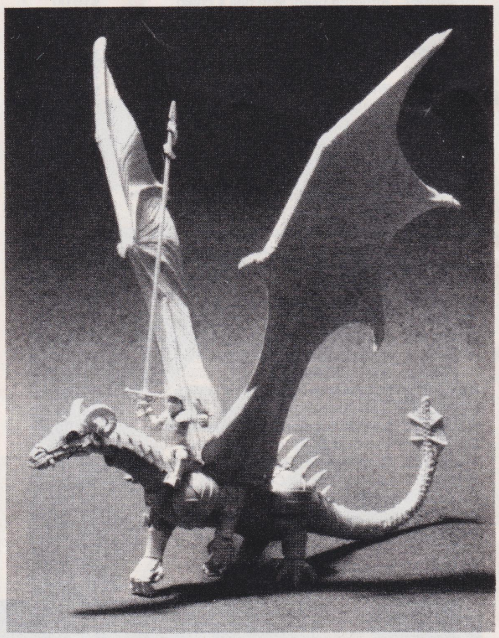
|---|---|---|
| RAL10419 | Armoured Dragon with rider (see below) | $35.00 |
| **RAL10450** | **The Antagonist** | **$50.00** |

(Features an evil Warlord astride a mighty Black Dragon, attacking a Sorceress and her Pegasus mount - as seen on a Dragon magazine cover.)

**RAL10451 The Bridge of Sorrows** **TBA**

(Contains a bridge setting, upon which stand an amoured Centaur knight and a spell-casting Mage. Before them hovers a huge evil Dragon who has a princess dangling precariously from one of its claws. From the cover design of Dragon magazine #92.)



10-419

## RUNEQUEST SERIES

Blister Packs: Each with 3 figures unless stated otherwise.

| | | |
|---|---|---|
| **RAL18001** | **Shaman** | **$8.00** |
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| **RAL18003** | **Fachan with sword or ball & chain (1)** | **$6.00** |
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| RAL18006 | Lunar Troopers | $8.00 |
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| RAL18008 | Orlanth Cultists | $8.00 |

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CHARACTER Blister Packs: each with 3 figures.

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|---|---|---|
| **RAL53901** | **Samurai & Ronin** | **$10.00** |
| RAL53902 | Samurai Bushi | $10.00 |
| **RAL53903** | **Ninja** | **$10.00** |
| RAL53904 | Budoka & Yakuza | $10.00 |
| **RAL53905** | **Oriental Female Adventurers** | **$10.00** |
| RAL53906 | Gakusho & Shugenja Magicians | $10.00 |
| **RAL53913** | **Armored Ninja** | **$10.00** |
| RAL53914 | Ninja with gimmick weapons | $10.00 |
| **RAL53915** | **Armored Samurai with sword & bow** | **$10.00** |
| RAL53916 | Samurai Adventurers | $10.00 |

MONSTER Blister Packs

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|---|---|---|
| **RAL53907** | **Tengu (birdmen) with swords (3)** | **$10.00** |
| RAL53908 | Oni Demons with sword & halberd (2) | $9.00 |
| **RAL53909** | **Kappa (3 beastmen)** | **$9.00** |
| RAL53910 | Armored Shikome (3 drow) | $9.00 |
| **RAL53911** | **Dai-Bakemono (1 ogre)** | **$10.00** |
| RAL53912 | Dai-Oni (giant) with various weapons (1) | $10.00 |
| **RAL53917** | **Tatsu Dragon (1)** | **$16.00** |
| RAL53918 | Giant Mukade Centipede (1) | $11.00 |

# MITHRIL

MITHRIL is a subsidiary of Prince August miniatures, the renown Irish company. The list below is THE authentic range of 'Lord of the Rings' and 'The Hobbit' personalities and creatures. Each figure is crafted with superb anatomical detail, as well as being finished with a fine grey undercoat - ready for painting! MITHRIL also use the same exaggerated 25mm scale as Citadel.

## MIDDLE EARTH

Blister Packs: each containing one 25mm metal figure.
**NOTE:** Unfortunately codes **MMM1-61**, and **MMM73-82** have been dicontinued - prices for these items have been reduced while stock lasts.

### THE RACES OF MIDDLE EARTH

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|---|---|---|
| MMM2 | Elrond Half Elven | $3.00 |
| **MMM3** | **Witch King of Angmar - Mounted** | **$5.00** |
| MMM4 | Mounted Rider of Rohan | $5.00 |
| **MMM6** | **Gondorian Guard Captain** | **$3.50** |
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| **MMM9** | **Dunlending Warrior** | **$2.50** |
| MMM11 | Sindarin Elf Mage | $3.00 |
| **MMM12** | **Sindarin Elf Archer** | **$2.50** |
| MMM14 | Arthedain Captain | $2.50 |
| **MMM15** | **Northman Scout** | **$2.50** |
| MMM17 | Sagath Warrior | $2.50 |
| **MMM18** | **Sagath Animist** | **$3.00** |
| MMM20 | Hithaeglir Orc Chief | $3.00 |
| **MMM21** | **Hithaeglir Orc Warrior** | **$2.50** |
| MMM22 | Goblin Warrior Scout | $2.50 |
| **MMM23** | **Large Stone Troll** | **$6.00** |
| MMM25 | Large Warg (Wolf) | $3.00 |

### THE RIDERS OF ROHAN

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|---|---|---|
| MMM26 | Eothraim Prince (Huithyn) - Mounted | $5.00 |
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| MMM30 | Mounted Rohir Standard-bearer | $5.00 |
| **MMM31** | **Mounted Rohir Officer** | **$5.00** |

M136 The mirror of Galadriel

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|---|---|---|
| MMM33 | Dirhavel the Alchemist | $2.50 |
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| MMM37 | Cutpurse | $2.00 |
| **MMM38** | **Smuggler** | **$2.50** |
| MMM39 | Cardolanian Hir | $2.00 |
| **MMM40** | **Tardegil - Army Captain** | **$2.50** |
| MMM41 | Nimhir the Regent | $2.00 |

### ARMIES OF THE WITCH KING

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|---|---|---|
| MMM42 | Mannish Captain on horseback | $5.00 |
| **MMM43** | **Mannish Warrior with scimitar** | **$2.00** |
| MMM44 | Mannish Warrior with spear | $2.00 |
| **MMM45** | **Orc Berserker with axe** | **$3.00** |
| MMM46 | Orc Archer | $2.50 |
| **MMM47** | **Orc with Spear and shield** | **$2.50** |
| MMM48 | Troll with Morning Star | $6.00 |
| **MMM49** | **Troll with Cleaver** | **$6.00** |
| MMM50 | Orc Attacking with scimitar and shield | $2.50 |
| **MMM51** | **Wolf Rider with Horn and scimitar** | **$5.50** |

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|---|---|---|
| MMM53 | Tom Bombadil | $2.00 |
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| MMM55 | Bree Innkeeper with ale | $2.00 |
| **MMM56** | **Bree Gatekeeper with spear & lantern** | **$2.00** |
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| **MMM60** | **Hobbit Scout on Pony** | **$2.50** |
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| **MMM62** | **Smaug the Dragon with Frodo & 3 treasures** | **$40.00** |

### HALLS OF THE ELVEN KING

| | | |
|---|---|---|
| MMM63 | King Thranduil Enthroned | $9.00 |
| **MMM64** | **Queen Arhendhiril & 2 Maids** | **$9.00** |
| MMM65 | Legolas with bow | $3.50 |
| **MMM66** | **Galion the Butler** | **$3.50** |
| MMM67 | High Captain of Aradhrynd with sword | $3.30 |
| **MMM68** | **Royal Guardsmen with spear** | **$3.50** |
| MMM69 | Silvan Seer with Crystal Ball | $3.50 |
| **MMM70** | **Silvan Bowman** | **$3.50** |
| MMM71 | Silvan Swordsman | $3.50 |
| **MMM72** | **Silvan Tracker with spear** | **$3.50** |

M149 Half-troll commander

### FAR HARAD

| | | |
|---|---|---|
| MMM74 | Caravan Guard with spear & shield | $2.50 |
| **MMM76** | **Wealthy Trader Councillor** | **$3.50** |
| MMM77 | Sand-Man | $2.50 |
| **MMM79** | **Junast's Guard with sword & shield** | **$3.50** |
| MMM81 | Adventurer in Desert Garb | $3.00 |
| **MMM82** | **Master of the Tama with dagger & scroll** | **$3.00** |

### MIRKWOOD I

| | | |
|---|---|---|
| MMM83 | Smeagol & Deagol in rowboat | $11.00 |
| **MMM84** | **Radagast the Wizard with cat & bird!** | **$3.50** |
| MMM85 | Beron - as Man with axe | $3.50 |
| **MMM86** | **Beorn as Bear** | **$7.50** |
| MMM87 | Beorn's Animals (servant dogs!) | $7.50 |
| **MMM88** | **Beorning Fighter with axe** | **$3.50** |
| MMM89 | Beorning Lord | $3.50 |
| **MMM90** | **Two Woodmen (axe & box)** | **$7.00** |
| MMM91 | Woodman Elder | $3.50 |
| **MMM92** | **Woodman Animist** | **$3.50** |

### MOUNT GUNDABAD

| | | |
|---|---|---|
| MMM93 | Zalg the Goblin King in full battle armour | $7.00 |
| **MMM94** | **Urak-Hai Royal Guardsmen (2)** | **$7.00** |
| MMM95 | Saviaga - the King's Consort | $3.50 |
| **MMM96** | **Akargin the Warlock with staff** | **$3.50** |
| MMM97 | Uruk-Hai Imps (3) | $7.00 |
| **MMM98** | **Orcish Soldiers (2)** | **$7.00** |
| MMM99 | Karagat the High Priest with bound virgin | $7.00 |
| **MMM100** | **Mannish Slaves (2)** | **$7.00** |
| MMM101 | Orc Serfs with anvil (2) | $7.00 |
| **MMM102** | **Bralg the Insane with severed head** | **$3.50** |

### MIRKWOOD 2

| | | |
|---|---|---|
| MMM103 | Giant Spider (see MMM104) | $9.00 |
| **MMM104** | **Bilbo with 2 Dwarf Spider Victims** | **$7.00** |
| MMM105 | Huinen the Seer looking prophetic | $3.50 |
| **MMM106** | **Arien - Elven Mage** | **$3.50** |
| MMM107 | Lachglin the Animist with wand | $3.50 |
| **MMM108** | **The Silent Shadow (attacking)** | **$7.00** |
| MMM109 | Howling Werewolf | $3.50 |
| **MMM110** | **Female Warrior with sword & shield** | **$3.50** |
| MMM111 | Dwarvish Scout with axe & shield | $3.50 |
| **MMM112** | **Northman Bard with sword & chain** | **$3.50** |

M144 Riddles in the dark

### THE PRANCING PONY

| | | |
|---|---|---|
| MMM113 | Strider, Frodo & Sam (Seated) | $11.00 |
| **MMM114** | **Two Seated Cardplayers** | **$9.00** |
| MMM115 | Serving Girl & Hobbit with trays/bottles | $7.00 |
| **MMM116** | **Three Drinking Companions** | **$9.00** |
| MMM117 | Two Seated Men, drinking | $9.00 |
| **MMM118** | **Bill Ferny & Southern Spy** | **$7.00** |
| MMM119 | Pot Boy with broom chasing Dog with pie | $3.50 |
| **MMM120** | **Seated Lute Player with Singing Girl** | **$7.00** |
| MMM121 | Two Drunken Yobbos! | $7.00 |
| **MMM122** | **Accessories - table, chairs & wares** | **$11.00** |

Table, 2 chairs, 1 stool, 4 mugs, 4 plates & 2 candlesticks.

### THE FELLOWSHIP

| | | |
|---|---|---|
| MMM123 | Frodo & Sam in traveling poses | $3.50 |
| **MMM124** | **Strider with raised sword** | **$3.50** |
| MMM125 | Gandalf with sword & staff | $3.50 |
| **MMM126** | **Legolas with bow** | **$3.50** |
| MMM127 | Gimli with axe | $3.50 |
| **MMM128** | **Boromir with sword & horn** | **$3.50** |
| MMM129 | Merry & Pippin - trying to look useful | $3.50 |

M139 Aragorn & Arwen

### LAKETOWN

| | | |
|---|---|---|
| MMM130 | Laketown Longboat and 4 crew | $15.00 |
| **MMM131** | **The Master of Laketown with sceptre** | **$3.50** |
| MMM132 | Bard of Esgaroth with bow & sword | $3.50 |
| **MMM133** | **Laketown Guard with spear, sword & sheild** | **$3.50** |
| MMM134 | Elven Raft with 2 crew | $9.00 |
| **MMM135** | **Laketown Adventurer with sword & sheild** | **$3.50** |

### PERSONALITIES OF THE 3rd AGE

| | | |
|---|---|---|
| MMM136 | The Mirror of Galadriel | $5.50 |
| **MMM137** | **Celeborn** | **$3.50** |
| MMM138 | Saruman and the Palantir | $5.50 |
| **MMM139** | **Aragorn and Arwen** | **$7.00** |
| MMM140 | Great Eagle carrying Dori & Bilbo | $9.50 |
| **MMM141** | **The Great Goblin** | **$7.00** |
| MMM142 | Glorfindel | $7.00 |
| **MMM143** | **Elrond and the Ring of Air** | **$3.50** |
| MMM144 | Riddles in the Dark - Gollum & Bilbo | $4.00 |

### GORGOROTH - PLAINS OF MORDOR

| | | |
|---|---|---|
| MMM145 | The Mouth of Sauron (mounted) | $9.00 |
| **MMM146** | **Mounted Nazgul** | **$9.00** |
| MMM147 | Nazgul on foot with sword | $3.50 |
| **MMM148** | **Olg-Hai Troll** | **$9.00** |
| MMM149 | Half-Troll Commander with war mace | $7.00 |
| **MMM150** | **Uruk** | **$3.50** |
| MMM151 | Orcs of Mordor (2) | $7.00 |
| **MMM152** | **Variag Horseman** | **$9.00** |
| MMM153 | Haradan Captain with scimitar & shield | $3.50 |
| **MMM154** | **Haradan Infantry (2)** | **$7.00** |

M140 Great Eagle

# FASA

FASA offers a quality range of miniatures to complement their STAR TREK Combat Simulator. This series is manufactured by Rafm, a Canadian based company. Please note that stocks are kept at a minumum, and re-orders are not that frequent - it is advisable that all customers who purchase any of the items below, also provide a selection of second choices!

## STAR TREK

Blister Packs containing one 1/390th scale metal ship.

| | | |
|---|---|---|
| **FAS2502** | **USS Reliant Cruiser** | **$10.00** |
| FAS2503 | Klingon D-7 Battlecruiser | $11.00 |
| **FAS2505** | **USS Enterprise (Old)** | **$10.00** |
| FAS2507 | USS Larson Destroyer | $10.00 |
| **FAS2509** | **Klingon D-18 Destroyer** | **$10.00** |
| FAS2510 | Klingon K-23 Escort | $10.00 |
| **FAS2513** | **Klingon L-9 Frigate** | **$10.00** |
| FAS2515 | Romulan Winged Defender | $10.00 |
| **FAS2516** | **USS Chandley Frigate** | **$11.00** |
| FAS2517 | USS Excelsior Battleship | $20.00 |
| **FAS2518** | **Klingon L-42 Bird of Prey** | **$11.00** |
| FAS2524 | Romulan Gallant Wing | $10.00 |
| **FAS2526** | **USS Baker Destroyer** | **$10.00** |
| FAS2527 | Romulan Nova Battleship | $25.00 |
| **FAS2528** | **Romulan Bright One (2)** | **$10.00** |
| FAS2529 | Klingon L-24 Battleship | $25.00 |
| **FAS2530** | **Klingon D-2 Missile Ship** | **$10.00** |
| FAS2532 | USS Northhampton Cruiser | $10.00 |
| **FAS2533** | **USS Remora Escort** | **$10.00** |
| FAS2534 | USS Andor Missile Cruiser | $10.00 |

When ordering any miniatures don't forget to give **SECOND CHOICES!**

# CITADEL

CITADEL is one of the most popular fantasy and science fiction miniatures manufacturers to date. This English company, with their exaggerated 25mm scale, have consistently produced figures of great character & animation. They also pioneered the use of plastics with their figures, mainly for bases & shields. Unfortunately re-stocks are slow and usually inadequate, so please include second choices!

## WARHAMMER 40,000

**CITADEL has changed their code structure** - a number of single entries listed below encompass several of the older packs - for example CI71533 'Eldar Equipment' includes Eldar Jet Bikes and Field Artillery.

The number of miniatures per pack is in parenthesis.

### IMPERIAL FORCES

| | | |
|---|---|---|
| CI 6095 | Marine Chapter Decals (10 sets) | $12.00 |
| **CI70119** | **Assault Marines (3)** | **$14.00** |
| CI70121 | Space Marines (3) | $15.00 |
| **CI70133** | **Specialist Marines (3)** | **$14.00** |
| CI70145 | Marine Heroes (3) | $15.00 |
| **CI70158** | **Marine Armour Variant (3)** | **$14.00** |
| CI70160 | Marines on Bikes (1) | $17.00 |
| **CI70164** | **Marine Dreadnought or Robot (1)** | **$20.00** |
| CI70204 | Terminators (2) | $20.00 |
| **CI70243** | **Grey Knight Terminators (2)** | **$18.00** |

| | | |
|---|---|---|
| CI72021 | Imperial Guardsmen (5) | $14.00 |
| **CI72033** | **Guardsmen & Penal Legion Troopers** | **$14.00** |
| CI72045 | Imperial Guard Sentinal (1) | $22.00 |
| **CI72058** | **Roughriders (4-5)** | **$18.00** |
| CI72060 | Imperial Guards on Bikes (1) | $14.00 |
| **CI72104** | **Ikmperial Guard Command Group (4)** | **$14.00** |
| CI72117 | Forces of the Imperium (4-6) | $14.00 |
| **CI72129** | **Imperial Guard Heavy Weapons (3)** | **$14.00** |

### RENEGADE FORCES

| | | |
|---|---|---|
| CI70302 | Khorne Renegades (3-4) | $14.00 |
| **CI70315** | **Slaanesh Renegades (3-4)** | **$14.00** |
| CI70327 | Renegade Heavy Weapons (3) | $14.00 |
| **CI70341** | **Chaos Renegade on Horseback (2)** | **$18.00** |
| CI71085 | Chaos Squats (4-5) | $14.00 |

### SPACE ORK FORCES

| | | |
|---|---|---|
| CI70510 | Space Orks (4-5) | $14.00 |
| **CI70534** | **Ork Heavy Weapons (3)** | **$14.00** |
| CI70546 | Ork Assault Vehicles (1) | $35.00 |
| **CI70559** | **Gretchin (5-6)** | **$14.00** |

### SQUATS

| | | |
|---|---|---|
| CI71007 | Squat Warriors (4-5) | $14.00 |
| **CI71010** | **Squats (5)** | **$14.00** |
| CI71022 | Squat Heavy Weapons (3) | $14.00 |
| **CI71034** | **Squats on Motorbikes (1-2)** | **$14.00** |
| CI71046 | Guild Brothers (4-5) | $14.00 |
| **CI71059** | **Guild Masters (4-5)** | **$14.00** |
| CI71105 | Squat Adventurers (5) | $14.00 |

### ELDAR

| | | |
|---|---|---|
| CI71519 | Eldar (6) | $15.00 |
| **CI71533** | **Eldar Equipment ( -3)** | **$14.00** |
| CI71545 | Eldar Heroes | $14.00 |

### MISCELLANEOUS FORCES

| | | |
|---|---|---|
| CI72064 | Ogryn (1) | $14.00 |
| **CI72545** | **Zoats (1)** | **$15.00** |
| CI72557 | Genestealers (4-5) | $14.00 |
| **CI72583** | **Genestealer Patriarch on throne (1)** | **$27.00** |
| CI72596 | Genestealer Patriarch with Familiars | $14.00 |
| **CI72603** | **Genestealer Hunchback** | **$20.00** |

## ROGUE TRADER BOXED SETS

| | | |
|---|---|---|
| **CIRTB1** | **Imperial Space Marines (30 plastics)** | **$50.00** |
| CIRTB2 | Space Ork Raiders (17) | $55.00 |
| **CIRTB3** | **Devastators (3 Heavy Weapons)** | **$55.00** |
| CIRTB5 | Land Raiders (2 plastic APCs) | $50.00 |
| **CIRTB6** | **Eldar Harlequins (13)** | **$60.00** |
| CIRTB7 | Imperial Guard (36 plastics) | $45.00 |
| **CIRTB8** | **Predator (1 plastic AFV)** | **$27.00** |
| CIRTB9 | Terminator Squad (8) | $60.00 |
| **CIRTB10** | **Space Dwarf Mercs (36 plastics)** | **$45.00** |

## SPACE MARINE EPIC SCALE

A great series of 1/300TH scale miniatures.

| | | |
|---|---|---|
| CI72701 | Imperial Titans (1) | $20.00 |
| **CI72714** | **Imperial Armoured Vehicles** | **$15.00** |

Robots & Dreadnoughts (9) — Manticore - multi-missile platform (2)
Imperial Mole with launcher (1) — Leeman Russ - standard MBT (3)
Gorgan - minelayer & minesweeper (3) — Baneblade - super heavy tank
Termite mole with launcher (3) — Vindicator - SP assault tank (3)
Droppod - support/assault/deathwind (2) — Basalisk - SP macro cannon (2)
Bombard - tracked seige mortar (2) — Shadowsword - super heavy tank destroyer (1)
Whirlwind - missile support AFV (3) — Predator - Rhino assault AFV (3)

| | | |
|---|---|---|
| **CI72789** | **Assorted Vehicles** | **$15.00** |

Spleenrencha - Ork fast attack Cannon (3) — Tempest - Eldar heavy grav tank (1)
Bonecrusha - Ork AFV with spiked roller (2) — Big Ork Battlewagon (1)
Gutrippa - Ork AFV with metal claws (2) — Braincrusha - Ork heavy assault gun (2)

| | | |
|---|---|---|
| **CI72738** | **Eldar Titans (1)** | **$20.00** |
| CI72809 | One man Titans (3) - human or Eldar | $15.00 |
| **CIATB1** | **Battle Titans** (6 plastic machines o' death!) | **$45.00** |
| CIATB2 | Ork Horde | $40.00 |
| **CIATB3** | **Eldar Legion** | **$35.00** |
| CIATB4 | Imperial Guard | $40.00 |

Contains 150 Imperial guardsmen, 40 assault troops, 10 gunners, 10 commissars, 20 Ratling snipers, 30 Beastmen, 10 heavy weapons, 10 officers, 10 sentinels, 10 robots, 10 Ogryns, 20 Rough Riders & 20 bikers!

## REALM OF CHAOS

| | | |
|---|---|---|
| **CI73103** | **Chaos Guardsmen Pack A** | **$14.00** |
| CI73116 | Chaos Guardsmen Pack B | $15.00 |
| **CI73130** | **Champions of Khorne** | **$15.00** |
| CI73179 | Chaos knights (4) | $18.00 |
| **CI73194** | **Chaos War Machines or Chariots (1)** | **$18.00** |
| CI73201 | Warriors of Chaos (4-5) | $15.00 |

## FANTASY BLISTER PACKS

### DA BOYZ!

| | | |
|---|---|---|
| CI74709 | Orc Boyz | $15.00 |
| **CI74712** | **Arrer (Archer) Boyz** | **$15.00** |
| CI74724 | Big 'Uns | $14.00 |
| **CI74736** | **Gruntas 'n' Snortas (1)** | **$13.00** |
| CI74748 | Savage Boyz | $14.00 |
| **CI74741** | **Chukkas or Dog Cart (1)** | **$27.00** |
| CI74763 | Gobbos | $14.00 |
| **CI74775** | **Gobbos Stikas** | **$14.00** |
| CI74787 | Gobbo Wolfboyz | $15.00 |
| **CI74790** | **Giant Black Orcs (2)** | **$14.00** |

### FIGHTERS & KNIGHTS

| | | |
|---|---|---|
| CI74004 | Knights Panther | $18.00 |
| **CI74017** | **High Helm Knights** | **$18.00** |
| CI74029 | Knights Templar | $18.00 |
| **CI74031** | **Imperial General's Retinue** | **$18.00** |
| CI74043 | Foot Knights | $14.00 |
| **CI74045** | **Lords of Battle (3-4)** | **$14.00** |
| CI74056 | Barbarians | $14.00 |
| **CI74068** | **Norsemen** | **$15.00** |
| CI74070 | Chevalier D'Honneur | $18.00 |
| **CI74082** | **Brettonian General's Retinue** | **$18.00** |
| CI74102 | Soldiers of the Empire | $14.00 |
| **CI74115** | **Rogues & Rangers** | **$14.00** |
| CI74139 | Ninja & Samuria | $14.00 |
| **CI74141** | **Fantasy Adventurers** | **$14.00** |

### DWARVES

| | | |
|---|---|---|
| CI74308 | Dwarf Adventurers | $14.00 |
| **CI74311** | **Norse Dwarves** | **$14.00** |
| CI74323 | Dwarf Clansmen | $14.00 |
| **CI74335** | **Imperial Dwarves** | **$15.00** |
| CI74362 | Dwarf War Machines | $20.00 |

### ELVES

| | | |
|---|---|---|
| CI74200 | Elven Cavalry | $18.00 |
| **CI74231** | **Wood Elves** | **$15.00** |
| CI74237 | Elven Wardancers | $14.00 |
| **CI74252** | **Dark Elves** | **$14.00** |

### MONSTERS

| | | |
|---|---|---|
| CI74406 | Skaven (2-5) | $15.00 |
| **CI74801** | **Giant Ogres (1)** | **$12.00** |
| CI74626 | Minotaurs (1) | $12.00 |
| **CI74638** | **Savage Minotaurs (1)** | **$12.00** |
| CI74640 | Minotaur Lords (1) | $12.00 |
| **CI74665** | **Young Dragons (1)** | **$12.00** |

### UNDEAD

| | | |
|---|---|---|
| CI74503 | Skeleton Warriors | $15.00 |
| **CI74526** | **Armoured Skeletons** | **$14.00** |
| CI74530 | Etherials | $14.00 |
| **CI74542** | **Night Horrors** | **$14.00** |
| CI74565 | Skeleton Cavalry (2) | $14.00 |
| **CI74579** | **Zombies** | **$14.00** |

# HOBBY PRODUCTS

HOBBY PRODUCTS are a West German company, also known for their METAL MAGIC miniatures. The figure scale is an exaggerated 25mm, with superb detailing and characterisation! We have selected their SPACELORDS science fiction series for our mail order listing because the quality of this range is very high, and it is also immensely suitable for the WARHAMMER 40,000 universe.

## BLOOD BOWL

**Blister Packs**: with 5 miniatures, unless stated otherwise.

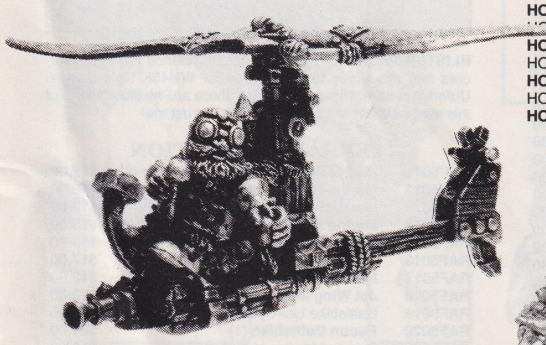
| | | |
|---|---|---|
| CI73309 | Elves | $15.00 |
| **CI73312** | **Orcs (4)** | **$14.00** |
| CI73324 | Goblins | $15.00 |
| **CI73336** | **Humans** | **$15.00** |
| CI73346 | Dwarves | $15.00 |
| **CI73351** | **Dark Elves** | **$15.00** |
| CI73363 | Big Guys (1-2) | $15.00 |
| **CI73375** | **Skaven** | **$14.00** |
| CI73387 | Star Players (4-5) | $15.00 |
| **CI73390** | **Little 'Uns (more than 5!)** | **$14.00** |
| CI73495 | Chaos Team Members | $14.00 |

## BOXED SETS

### GENERAL STOCK

| | | |
|---|---|---|
| CIBC1 | Adventurer Starter Set | $22.00 |
| **CIBC2** | **Monster Starter Set** | **$30.00** |
| CIBC6 | Chaos Dwarves | $22.00 |
| **CIBME2** | **Nazgul on Winged Beast** | **$22.00** |

### GYROCOPTER



### MACHINERIES OF DESTRUCTION

| | | |
|---|---|---|
| CIMD1 | Goblin King's Battle Chariot | $22.00 |
| **CIMD2** | **Skull Crusher - Trebuchet** | **$30.00** |
| CIMD3 | Lead Belcher - Goblin Organ Gun | $30.00 |
| **CIMD4** | **Elf War Chariot** | **$50.00** |
| CIMD5 | Man Mangler - Orc Mangonel | $28.00 |
| **CIMD6** | **Goblin Battle Chariots (2)** | **$45.00** |
| CIMD7 | Dwarf Onager - Gob Lobber | $45.00 |
| **CIMD8** | **Skeleton War Machines** | **$45.00** |
| CIMD9 | Goblin War Chariot | $23.00 |

Stock availability uncertain - please give **SECOND CHOICES**

### REGIMENTS OF RENOWN

| | | |
|---|---|---|
| CIRRD1 | Bugman's Dwarf Rangers (17) | $50.00 |
| **CIRRD2** | **Nightmare Legion (24 skeletons)** | **$50.00** |
| CIRRD3 | Harboth's Orc Archers (17) | $50.00 |
| **CIRRD4** | **Skarloc's Wood Elf Archers (17)** | **$50.00** |
| CIRRD5 | Ruglud's Armoured Orcs (17) | $50.00 |
| **CIRRD6** | **Ulther's Imperial Dragon Company (19)** | **$50.00** |

Each set below contains 12 figure - including Leader, Hero, Standard Bearer and Musician!

| | | |
|---|---|---|
| CIRR7 | Dark Disciples | $30.00 |
| **CIRR8** | **Giant Black Orcs** | **$30.00** |
| CIRR9 | Hobgoblins | $30.00 |
| **CIRR10** | **Imperial Knights** | **$30.00** |
| CIRR11 | Dark Elves | $30.00 |
| **CIRR12** | **Ogres (8)** | **$30.00** |
| CIPBS5 | Skeleton Army - Plastic | $45.00 |

(Contains 30 infantry, 8 cavalry & 1 commander's chariot.)

Stock availability uncertain - please give **SECOND CHOICES**

## SLOTTA BASES

| | | |
|---|---|---|
| CISB1 | 20mm Square (20) | $3.00 |
| **CISB2** | **25mm Square (20)** | **$3.00** |
| CISB4 | 25mmx50mm Horse (10) | $3.00 |
| **CISB5** | **40mm Monster (5)** | **$3.00** |
| CISB6 | Perspex Flying Stands (8) | $3.00 |
| **CISB7** | **Round Bases (20?)** | **$3.00** |

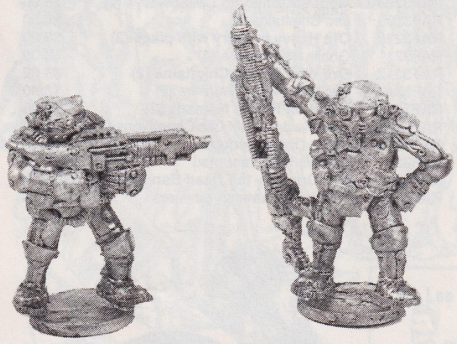
Stock availability uncertain - please give **SECOND CHOICES**

## IMPERIAL FORCES

**BLISTER PACKS** - each with **ONE** figure. The number in parenthesis indicates the total number of variant poses available per title, ie: HOB3001 has 3 different figures to choose from.

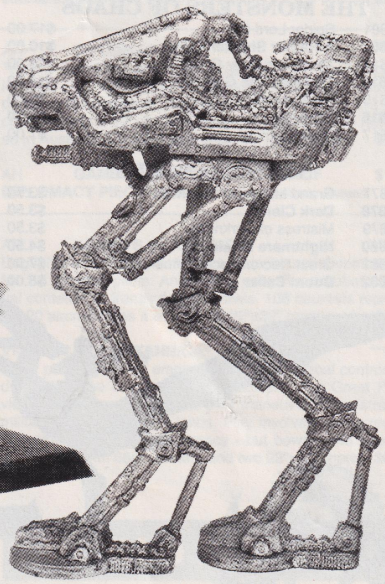
### CYBERTECH SHOCK TROOPS

| | | |
|---|---|---|
| HOB3001 | Cybertech Heavy with Autogun (3) | $4.25 |
| **HOB3002** | **Cybertech Heavy with Laser (3)** | **$4.25** |
| HOB3003 | Cybertech Heavy with HMG (3) | $4.25 |
| **HOB3004** | **Cybertech Extra Heavy with Laser (3)** | **$4.25** |
| HOB3005 | Cybertech Commanding Officer (2) | $4.25 |
| **HOB3006** | **Cybertech with Grenade Launcher (3)** | **$4.25** |
| HOB3007 | Cybertech with Rocket Launcher (3) | $4.25 |
| **HOB3007A** | **Cybertech Gunner with Rocket Ammo** | **$4.25** |
| HOB3008 | Cybertech Forward Observer (3) | $4.25 |
| **HOB3009** | **Cybertech with Heavy Flamer (3)** | **$4.25** |
| HOB3010 | Cybertech with MG Pistol (3) | $4.24 |
| **HOB3091** | **Warhawk Support Platform (2)** | **$13.50** |



### WARTECH ASSAULT INFANTRY

| | | |
|---|---|---|
| HOB3030 | Wartech with Pistol (2) | $3.25 |
| **HOB3031** | **Wartech with MG Pistol (3)** | **$3.25** |
| HOB3032 | Wartech with Autogun (3) | $3.25 |
| **HOB3033** | **Wartech with Laser Rifle (3)** | **$3.25** |
| HOB3034 | Wartech with Heavy Laser (3) | $3.25 |
| **HOB3035** | **Wartech with Heavy Flamer (3)** | **$3.25** |
| HOB3036 | Wartech with HMG (3) | $3.25 |
| **HOB3037** | **Wartech Commanding Officer (2)** | **$3.25** |
| HOB3038 | Wartech Forward Observer (3) | $3.25 |



### IMPERIAL ROBOTS

| | | |
|---|---|---|
| HOB3601S | Scavenger Class Warbot | $13.50 |
| **HOB3601C** | **Conqueror Class Warbot** | **$13.50** |
| HOB3601H | Hercules Class Warbot | $13.50 |
| **HOB3602** | **Behemoth Class Heavy Warbot** | **$17.50** |

## PHAGON FORCES

**BLISTER PACKS** - each with **ONE** figure. The number in parenthesis indicates the total number of variant poses available per title, ie: HOB3221 has 3 different figures to choose from.

### PHAGON CLONE INFANTRY

| | | |
|---|---|---|
| HOB3221 | Clone with Needle Rifle (3) | $3.25 |
| **HOB3222** | **Clone with Heavy Needle Rifle (3)** | **$3.25** |
| HOB3223 | Clone with Cone Needle Rifle (3) | $3.25 |
| **HOB3224** | **Clone with Laser Rifle (3)** | **$3.25** |
| HOB3225 | Clone with Heavy Laser (3) | $3.25 |
| **HOB3226** | **Clone with Heavy Flamer (3)** | **$3.25** |
| HOB3227 | Clone with Extra Heavy Needle Rifle (3) | $3.25 |
| **HOB3228** | **Clone Commander (3)** | **$3.25** |
| HOB3229 | Clone with Grenade Launcher (3) | $3.25 |
| **HOB3230** | **Clone with Rocker Launcher (3)** | **$3.25** |
| HOB3230A | Clone with Rocker Launcher Ammo | $3.25 |

### PHAGON LINE TROOPS

| | | |
|---|---|---|
| HOB3241 | Phagon with Needler (5) | $3.25 |
| **HOB3242** | **Phagon with Laser Rifle (5)** | **$3.25** |
| HOB3243 | Phagon Commander with Needler (5) | $3.25 |
| **HOB3244** | **Phagon with Heavy Flamer (4)** | **$3.25** |
| HOB3245 | Phagon Commander (4) | $3.25 |

### PHAGON SUPPORT WEAPONS

| | | |
|---|---|---|
| HOB3281 | Bioids Suma PSA Wolf! (2) | $3.25 |
| **HOB3282** | **Hammerhead bio-support** | **$13.50** |
| HOB3283 | Stingwhip bio-support | $10.00 |
| **HOB3284** | **Lance bio-support** | **$5.50** |
| HOB3291C | Battle Walker - Command | $17.50 |
| **HOB3291H** | **Battle Walker Mk.1 - Hammerhead** | **$17.50** |
| HOB3291S | Battle Walker Mk. 2 - Sunburst | $17.50 |
| **HOB3291T** | **Battle Walker Mk. 2C - Triad** | **$17.50** |
| HOB3291S | Battle Walker - Stinger | $17.50 |

## ADVENTURERS & ALIENS

**BLISTER PACKS** each with one 25mm figure.

| | | |
|---|---|---|
| HOB3701 | Adventurer wearing heavy coat | $3.25 |
| **HOB3701L** | **Adventurer with Hand Laser** | **$3.25** |
| HOB3701N | Adventurer with Heavy Needler | $3.25 |
| **HOB3706A** | **Administrator with documents** | **$3.25** |
| HOB3706L | Lady wearing dress | $3.25 |
| **HOB3706P** | **Punk with bad attitude** | **$3.25** |
| HOB3706S | Man wearing casual clothes | $3.25 |
| **HOB3706T** | **Trader wearing cloak** | **$3.25** |
| HOB3720C | Cargo Officer | $3.25 |
| **HOB3720M** | **Mechanic** | **$3.25** |
| HOB3720N | Lady Navigator | $3.25 |
| **HOB3720O** | **Second Officer** | **$3.25** |
| HOB3720AO | AnotherSecond Officer | $3.25 |
| **HOB3720S** | **Ship's Medic** | **$3.25** |
| HOB3724 | Dawleen, lookin' tough with a Laser! | $3.25 |
| **HOB3751** | **Swamp Strangler** | **$3.25** |
| HOB3751B | Brain-Freezer | $3.25 |

# RAFM

RAFM is a Canadian firm that has been producing both historic and fantasy miniatures for many years - the fantasy range displays good imagination plus crisp casting. The latest range of figures are the STAR KHAN science fiction series - these contain a great deal of detail, and are of the appropriate scale & theme for WH40K TERMINATORS - but are far cheaper to purchase!

## FANTASY LEGIONS OF LAW

### BLISTER PACKS

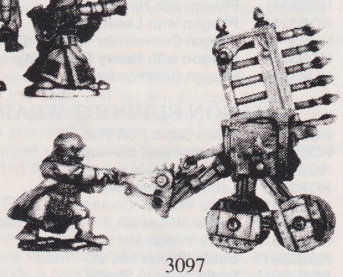
#### KNIGHTS OF THE SILVER SWORD

| | | |
|---|---|---|
| RAF3050 | Grand Master - mounted & foot | $9.00 |
| **RAF3051** | **Heaven's Fist Cavalry (2)** | **$9.00** |
| RAF3052 | Faith's Blade Men at Arms (3) | $8.00 |
| **RAF3053** | **Swordsmen of the Red Gauntlet (3)** | **$8.00** |
| RAF3054 | Archers of Raven's Flight (3) | $8.00 |
| **RAF3055** | **Men of the White Heather (3)** | **$8.00** |
| RAF3056 | The Defenders (artillery - 5 pieces) | $11.00 |

#### ELVES OF THE ISLES

| | | |
|---|---|---|
| RAF3070 | Prince Sarnath - mounted & foot | $9.00 |
| **RAF3071** | **Wind Ride - Elven Cavalry (2)** | **$9.00** |
| RAF3072 | Sylvan Swords - Elf Warriors (3) | $8.00 |
| **RAF3073** | **Crystal Flight - Elf Bowmen (3)** | **$8.00** |
| RAF3074 | Strong Wood - Elf Spearmen (3) | $8.00 |
| **RAF3075** | **Elven Privateers (3)** | **$8.00** |
| RAF3076 | The Dragon's Tongue - Elven Artillery | $14.00 |

3094



3097

#### DWARVES OF THE FLAMING FORGE

| | | |
|---|---|---|
| RAF3090 | Graff Hawksteel - mounted & foot | $9.00 |
| **RAF3091** | **Dwarven Command Group (3)** | **$8.00** |
| RAF3092 | Iron Feathers - Dwarven Crossbows (3) | $8.00 |
| **RAF3093** | **Thunder Buster - Artillery** | **$14.00** |
| RAF3094 | Bumer Truppen - Hand Gunners (3) | $8.00 |
| **RAF3095** | **Stone Eagle Truppen - Spearmen (3)** | **$8.00** |
| RAF3096 | Trench Pounders - Dwarven Sappers (3) | $8.00 |
| **RAF3097** | **Nebbeldwarfen - Auto Dart Thrower!** | **$13.00** |

#### BARBARIAN WARRIORS

| | | |
|---|---|---|
| RAF3821 | Norse Fighter with sword & shield | $3.00 |
| **RAF3822** | **Norse Fighter with axe** | **$3.00** |
| RAF3823 | Norse Fighter with 2-handed sword | $3.00 |
| **RAF3824** | **Berserker with 2-handed axe** | **$3.00** |
| RAF3825 | Norse War Chief - mounted | $7.00 |
| **RAF3826** | **Norse Warwolf with Master** | **$7.00** |

3825 3826

## FANTASY LEGIONS OF CHAOS

### BLISTER PACKS

#### NIGHT CALLERS - BONE WARRIORS

| | | |
|---|---|---|
| RAF3871 | Skeleton with sword & shield | $3.00 |
| **RAF3872** | **Skeleton with axe & shield** | **$3.00** |
| RAF3873 | Skeleton with 2-handed sword | $3.00 |
| **RAF3874** | **Skeleton with crossbow** | **$3.00** |
| RAF3875 | Warlock on undead equine | $7.00 |
| **RAF3876** | **Skeleton Chieftain on undead mount** | **$7.00** |

#### DARK LORD'S REGIMENT OF BLOOD

| | | |
|---|---|---|
| RAF3101 | Warlord - mounted & foot | $9.00 |
| **RAF3102** | **Shining Death Cavalry (2)** | **$9.00** |
| RAF3103 | Iron Lords (3) | $8.00 |
| **RAF3104** | **Impalers - spearmen (3)** | **$8.00** |
| RAF3105 | Skullsplitters (3) | $8.00 |
| **RAF3106** | **The Doom Singers - chaos beserkers (3)** | **$8.00** |
| RAF3107 | Hell's Claws - assassins (3) | $8.00 |
| **RAF3108** | **The Dark Lord's Bodyguard (3)** | **$8.00** |
| RAF3109 | Cleavers of the Dark (3) | $8.00 |
| **RAF3110** | **Blood Champions (3)** | **$8.00** |
| RAF3111 | Blood Beserkers (3) | $8.00 |
| **RAF3112** | **Land Dragon with rider** | **$10.00** |

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3876

#### LEGIONS OF DARKNESS

| | | |
|---|---|---|
| RAF3201 | Magloth - Giant Orc General (1) | $8.00 |
| **RAF3202** | **Orc Standard bearer with Goblin Drummers** | **$8.00** |
| RAF3203 | Orc Warband with polearms (3) | $8.00 |
| **RAF3204** | **Orc Warband with bows (3)** | **$8.00** |
| RAF3205 | Orc Warband with 2-handed weapons (3) | $8.00 |
| **RAF3206** | **Orc Crossbows (2) with Goblin Mantlet** | **$8.00** |
| RAF3207 | Goblin Lord mounted on Cassowary (2) | $8.00 |
| **RAF3208** | **Goblin Arched on Cassowarys (2)** | **$8.00** |
| RAF3209 | Orc Chieftains (3) | $8.00 |
| **RAF3210** | **Orc Heavy Infantry with pikes (3)** | **$8.00** |
| RAF3211 | Goblin Skirmishers (4) | $8.00 |
| **RAF3212** | **Orc Wolf Raider Chieftains (2)** | **$8.00** |
| RAF3213 | Orc Wolf Raider Warriors (2) | $8.00 |
| **RAF3214** | **Orc Wolf Raider Nomads (2)** | **$8.00** |
| RAF3215 | Wolf Raider Giant Orc Champions (2) | $8.00 |
| **RAF3216** | **Giant Orc Beserkers** | **$8.00** |
| RAF3217 | Orc Warlord - mounted | $8.00 |
| **RAF3218** | **Orc Onagar - the Head Banger** | **$14.00** |
| RAF3219 | Orc Wall Crawlers - pioneers | $11.00 |

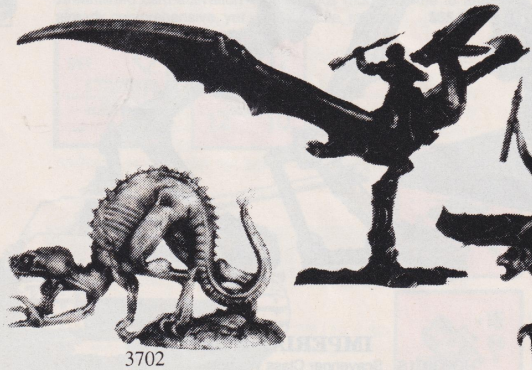
3601

#### THE MONSTERS OF CHAOS

| | | |
|---|---|---|
| RAF3601 | Spider Lord (1) | $17.00 |
| **RAF3602** | **A Rather Sinister Ogre** | **$10.00** |
| RAF3613 | Thrafgar's Body Guard (3) | $9.00 |
| **RAF3614** | **Thrafgar The Giant (1)** | **$11.00** |
| RAF3615 | Necromancers (3) | $9.00 |
| **RAF3616** | **Minotaur** | **$8.00** |
| RAF3617 | Death Dancer | $7.00 |

#### NECROMANCERS

| | | |
|---|---|---|
| RAF3877 | Grand Master of Darkness | $3.50 |
| **RAF3878** | **Dark Cleric** | **$3.50** |
| RAF3879 | Mistress of Darkness | $3.50 |
| **RAF3880** | **Nightmare Illusionist** | **$4.50** |
| RAF3881 | Great Necromancer - mounted | $7.00 |
| **RAF3882** | **Doom Caller** | **$8.00** |



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3207

## FANTASY ADVENTURERS

#### WANDERS & WARRIORS

| | | |
|---|---|---|
| RAF3801 | Adventurers (3) | $8.00 |
| **RAF3802** | **Dwarves (3)** | **$8.00** |
| RAF3803 | Rogues (3) | $8.00 |
| **RAF3804** | **Clerics (3)** | **$8.00** |
| RAF3805 | Elven Warriors (3) | $8.00 |
| **RAF3806** | **Bowmen (3)** | **$8.00** |
| RAF3807 | Female Warriors (3) | $8.00 |
| **RAF3808** | **Sorcerers (3)** | **$8.00** |
| RAF3809 | Armoured Warriors (3) | $8.00 |

## SHADOWS & STEEL

#### BOXED SETS

| | | |
|---|---|---|
| RAF2001 | Wizard's Adventuring Party (7) | $20.00 |
| **RAF2002** | **Conquistador Dwarves (7)** | **$20.00** |
| RAF2003 | The Iron Brotherhoodn (8) | $20.00 |
| **RAF2005** | **Orc War Triceratops** | **TBA** |
| RAF2006 | Bone Warriors (Army Group) | TBA |
| **RAF2009** | **Vasmilian Vile - the Guardian Dragon** | **TBA** |

## STAR KHAN

**BLISTER PACKS** - a superb series of Science Fiction miniatures that are highly recommended for WH40K style games. Unfortunately, at this point in time, there are no illustrations of this range available - you'll just have to trust me!

#### TERRAN FEDERATION

| | | |
|---|---|---|
| RAF5011 | Marine Reaction Command Group (3) | $13.00 |
| **RAF5012** | **Marine Recon Section (3)** | **$13.00** |
| RAF5013 | Marine Reaction Assault Unit (3) | $13.00 |
| **RAF5014** | **Marine Reaction - Special Weapons** | **$13.00** |
| RAF5015 | Marine Reaction Heavy Weapons (3) | $13.00 |
| **RAF5016** | **Disruptor Force-Cannon** | **$17.00** |
| RAF5017 | Marine Tech', R.T.O. & Corpsman | $13.00 |
| **RAF5018** | **Jet Wing Marines (2)** | **$13.00** |
| RAF5019 | Battlebike Uni-Cycle (1) | $24.00 |
| **RAF5020** | **Recon Battlebike (1)** | **$24.00** |
| RAF5021 | Grizzled Marine Veterans (3) | $13.00 |
| **RAF5022** | **Flamer Marines (3)** | **$13.00** |
| RAF5023 | Missile Pod Artillery | TBA |
| **RAF5024** | **Universal Carrier with Flex Gun** | **TBA** |
| RAF5025 | Universal Carrier with Missiles | TBA |

#### DESTRUCTOR COMMANDOS

(TERMINATORS)

| | | |
|---|---|---|
| **RAF5030** | **Tempest Class Destructor (2)** | **$13.00** |
| RAF5031 | Typhoon Class Destructor (2) | $13.00 |
| **RAF5032** | **Black Widow Class Destructor (2)** | **$13.00** |
| RAF5033 | Spitfire Class Destructor (2) | $13.00 |
| **RAF5034** | **Hunter Class Destructor (2)** | **$13.00** |
| RAF5035 | Fury Class Destructor (2) | $13.00 |

#### CYBER ORCS

| | | |
|---|---|---|
| RAF5051 | Cyborc Command Team | TBA |
| **RAF5052** | **Cyborc Scout Team** | **TBA** |
| RAF5053 | Cyborc Medium Attack Group | TBA |
| **RAF5054** | **Cyborc Assault Team** | **TBA** |
| RAF5055 | Cyborc Heavy Support Team | TBA |
| **RAF5056** | **Cyborc Mono Assault Gun** | **TBA** |

## MEDIAEVAL SEIGE EQUIPMENT

**BLISTER PACKS** - most require assembly of some sort.

| | | |
|---|---|---|
| RAFSE1 | Large Ballista | $13.00 |
| **RAFSE2** | **Large Catapult** | **$13.00** |
| RAFSE3 | Dart Thrower (2) | $9.00 |
| **RAFSE4** | **Small Catapult** | **$11.00** |
| RAFSE7 | Mantlets - Siege Shields (3) | $5.00 |
| **RAFSE9** | **Small Siege Tower** | **$27.00** |
| RAFSE13 | Mediaeval Cannon (2) | $6.00 |
| **RAFSE15** | **Scaling Ladders (3)** | **$9.00** |
| RAFSE16 | Greek Fire Projector (2) | $6.00 |
| **RAFSE17** | **Petrary Catapult** | **$11.00** |
| RAFSE23 | Mediaeval Crew (5) | $10.00 |
| **RAFSE27** | **Early Bombard (2)** | **$9.00** |
| RAFSE28 | Hooped Bombard | $9.00 |
| **RAFSE31** | **Medieval Breach Loding Cannon** | **$9.00** |
| RAFSE32 | Scorpion Bolt Thrower (2) | $8.00 |
| **RAFSE33** | **Carroballista Bolt Thrower** | **$8.00** |

# GRENADIER

GRENADIER is an American company with a reputation for detail and crisp casting. Their figures are made in the traditional 25mm scale, and have long been regarded as the equal to RAL PARTHA's best! Unfortunately some of the later releases have been poor examples of GRENADIER's talent - I have endeavored to remove all of these from our Mail Order listing, leaving only the better quality products!

## DRAGONS

### BOXED SETS

| | | |
|---|---|---|
| GRE2501 | Black Dragon | $27.00 |
| **GRE2514** | **Dragonlisk** | **$22.00** |
| GRE2515 | Iron Dragon | $22.00 |
| **GRE2516** | **Chaos Dragon** | **$27.00** |
| GRE2521 | Wind Dragon | $27.00 |
| **GRE2524** | **Guardian Dragon** | **$27.00** |
| GRE2528 | Giant Griffin | $55.00 |
| **GRE9601** | **Black Dragon II** | **$27.00** |
| GRE9602 | Red Dragon II | $27.00 |
| **GRE9603** | **White Dragon II** | **$27.00** |
| GRE9604 | Brass Dragon II | $27.00 |
| **GRE9605** | **Green Dragon II** | **$27.00** |
| GRE9606 | Silver Dragon II | $27.00 |
| **GRE9607** | **Blue Dragon II** | **$27.00** |
| GRE9609 | Bronze Dragon II | $27.00 |
| **GRE9901** | **Green Dragon with Victim** | **$30.00** |

### BLISTER PACKS

| | | |
|---|---|---|
| GRE501 | Pond Dragon | $6.50 |
| **GRE502** | **Marsh Dragon** | **$6.50** |
| GRE503 | Cliff Dragon | $6.50 |
| **GRE504** | **Pet Dragon** | **$6.50** |
| GRE505 | Old World Dragon | $6.50 |
| **GRE506** | **Forest Dragon** | **$6.50** |

| | | |
|---|---|---|
| **GRE821** | **Knight with Great Sword** | **$3.00** |
| GRE822 | Evil Dwarf with plate & axe | $3.00 |
| **GRE823** | **Halfling Scout** | **$3.00** |
| GRE824 | Lady Mage | $3.00 |
| **GRE825** | **Elf Mage** | **$3.00** |
| GRE826 | Fighter with Crossbow in plate | $3.00 |
| **GRE827** | **Fighter with Axe in plate** | **$3.00** |
| GRE828 | Weaponmaster in scale | $3.00 |
| **GRE829** | **Assassin** | **$3.00** |
| GRE830 | Huntress in plate with bow & sword | $3.00 |
| **GRE831** | **Female Fighter in plate with axe & shield** | **$3.00** |
| GRE832 | Orc Champion in chain with sword | $3.00 |
| **GRE833** | **Gnome in plate with 2-handed sword** | **$3.00** |

| | | |
|---|---|---|
| GRE834 | Chaos Cleric with 2-handed mace | $3.00 |
| **GRE835** | **Knight in plate with ornate shield** | **$3.00** |
| GRE836 | Fighter Mage with sword & staff | $3.00 |
| **GRE837** | **Ranger in Plate with sword & shield** | **$3.00** |
| GRE838 | Adventuring Thief with sword & sling | $3.00 |
| **GRE839** | **Illusionist** | **$3.00** |
| GRE840 | Royal Knight in Plate with greatsword | $3.00 |
| **GRE841** | **Evil Warrior in Plate with sword & shield** | **$3.00** |
| GRE842 | Princess | $3.00 |
| **GRE843** | **Female Thief with sword & dagger** | **$3.00** |
| GRE845 | Half-Elf Fighter Thief with sword | $3.00 |
| **GRE846** | **Armored Cleric with mace & shield** | **$3.00** |
| GRE847 | Death Lord with 2-handed sword | $3.00 |
| **GRE848** | **Chaos Warrior in strange armour** | **$3.00** |
| GRE849 | Paladin in plate with 2-handed Runesword | $3.00 |
| **GRE850** | **Barbarian Fighter with axe, sword & shield** | **$3.00** |
| GRE851 | Evil Cleric in plate with mace | $3.00 |
| **GRE852** | **Conjuror** | **$3.00** |
| GRE853 | Halfling Thief with sly grin | $3.00 |
| **GRE854** | **Elf Sorceress** | **$3.00** |
| GRE855 | Female Barbarian in plate with sword & shield | $3.00 |
| **GRE856** | **Hero (knight) with sword & shield** | **$3.00** |
| GRE857 | Anti-Hero in plate with axe & arm-spike | $3.00 |
| **GRE858** | **Elven Warrior with bow, sword & shield** | **$3.00** |
| GRE859 | Chaotic Wizard | $3.00 |
| **GRE860** | **Dwarf Hero in plate with axe** | **$3.00** |
| GRE879 | Wererat Commander with sword | $3.00 |
| **GRE880** | **Wraith in robes** | **$3.00** |
| GRE881 | Succubus | $3.00 |
| **GRE882** | **Monster Slayer with various weapons** | **$3.00** |
| GRE883 | Merchant Thief (good pose!) | $3.00 |
| **GRE884** | **Female Rogue with cutlass** | **$3.00** |
| GRE885 | Female Elf Ranger with sword & shield | $3.00 |
| **GRE886** | **Black Sorceress** | **$3.00** |
| GRE887 | Berserker with swords | $3.00 |
| **GRE888** | **Questing Ranger with swords** | **$3.00** |
| GRE889 | Thief with sling & sword | $3.00 |
| **GRE890** | **Young Mage with staff** | **$3.00** |
| GRE891 | Adventuring Cleric with mace & cross | $3.00 |
| **GRE892** | **Barbarian Archer** | **$3.00** |
| GRE893 | Champion with 2-handed sword & plate | $3.00 |

| | | |
|---|---|---|
| **GRE23** | **Amazon Command Group** | **$7.50** |
| GRE24 | War Ogre Command Group | $7.50 |
| **GRE27** | **Skeleton Command Group** | **$7.50** |
| GRE28 | Lizardmen | $7.50 |
| **GRE31** | **Grunch Warriors** (Very Strange!) | **$7.50** |
| GRE34 | Unicorn (1) | $7.50 |
| **GRE36** | **Dragonmen Warriors** | **$7.50** |
| GRE39 | Daemon (1) | $7.50 |
| **GRE47** | **Winged Warriors** | **$7.50** |
| GRE48 | Raft with Crew | $7.50 |
| **GRE51** | **Sphinx (1)** | **$7.50** |
| GRE52 | Yeti (1) | $7.50 |
| **GRE58** | **Cytclops Dragon with club (!)** | **$7.50** |

| | | |
|---|---|---|
| GRE114 | Storm Giant (1) | $7.00 |
| **GRE115** | **Bugbears** | **$7.00** |
| GRE116 | Flesh & Iron Golems | $7.00 |
| **GRE117** | **Dragonmen Warriors** | **$7.00** |
| GRE118 | Scorpions (2) | $7.00 |
| **GRE119** | **Hill Giant (1)** | **$7.00** |
| GRE120 | Winged Folk Warriors | $7.00 |
| **GRE122** | **Wizards** | **$7.00** |
| GRE123 | Lizardmen | $7.00 |
| **GRE126** | **Ninja and Ronin** | **$7.00** |
| GRE128 | St George & The Dragon | $7.00 |
| **GRE129** | **Undead Orcs** | **$7.00** |
| GRE130 | Dart Thrower & Undead Crew | $7.00 |
| **GRE131** | **Elite Undead Infantry** | **$7.00** |
| GRE132 | Flying Carpet with Crew | $7.00 |
| **GRE134** | **Armored Centaurs (2)** | **$7.00** |
| GRE135 | Umberbulk(1) | $7.00 |
| **GRE136** | **Goatkin Warriors** | **$7.00** |
| GRE138 | Hippogriff (1) | $7.00 |
| **GRE139** | **Human Captives** | **$7.00** |
| GRE140 | Barbarians | $7.00 |
| **GRE141** | **Ogres (2)** | **$7.00** |
| GRE142 | Clerics | $7.00 |
| **GRE143** | **Undead Centaurs (2)** | **$7.00** |
| GRE144 | Mounted Paladin | $7.00 |
| **GRE145** | **Barbarian Tribesmen** | **$7.00** |
| GRE146 | Assassins | $7.00 |
| **GRE147** | **Dark Evils** | **$7.00** |
| GRE148 | Kobolds (4) | $7.00 |
| **GRE149** | **Ninja Giant (1)** | **$7.00** |
| GRE152 | Ninja Hit Squad | $7.00 |
| **GRE153** | **Dragonmen Specialists** | **$7.00** |
| GRE154 | Beauty & the Beast | $7.00 |
| **GRE157** | **Undead Scouting Party** | **$7.00** |
| GRE158 | Vikings | $7.00 |
| **GRE159** | **Samurai Command** | **$7.00** |
| GRE161 | Skeleton Ninja | $7.00 |
| **GRE162** | **Skeleton Knights** | **$7.00** |
| GRE163 | Black Drake | $7.00 |
| **GRE164** | **Mounted Samurai & Standard** | **$7.00** |
| GRE165 | Skeleton Lancers (2) | $7.00 |

## FANTASY CHARACTERS

**BLISTER PACKS** - please use **SECOND CHOICES!**

| | | |
|---|---|---|
| **GRE803** | **Evil Mage** | **$3.00** |
| GRE804 | Half-Elf Fighter Mage | $3.00 |
| **GRE805** | **Ranger with Bow** | **$3.00** |
| GRE806 | Female Fighter | $3.00 |
| **GRE807** | **Armored Barbarian** | **$3.00** |
| GRE808 | Dwarf Fighter | $3.00 |
| **GRE809** | **Fighting Bard** | **$3.00** |
| GRE810 | Thief with Sword | $3.00 |
| **GRE811** | **White Mage** | **$3.00** |
| GRE812 | Female Cleric | $3.00 |
| **GRE813** | **Female Assassin** | **$3.00** |
| GRE814 | Chaotic Hero | $3.00 |
| **GRE815** | **Nasty Reaver** | **$3.00** |
| GRE816 | Elf Fighter | $3.00 |
| **GRE817** | **Robed Cleric** | **$3.00** |
| GRE818 | Buccaneer | $3.00 |
| **GRE819** | **Cavalier with plate & sword** | **$3.00** |
| GRE820 | Henchmen with chain & sword | $3.00 |

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|---|---|---|
| **GRE894** | **Grey Wizard with staff** | **$3.00** |
| GRE895 | White Witch | $3.00 |
| **GRE896** | **Dark Elf Sorcerer with staff** | **$3.00** |
| GRE897 | Devil | $3.00 |
| **GRE898** | **Lizardman with shield & sword** | **$3.00** |
| GRE899 | Cat Folk Warrior with swords | $3.00 |

## MONSTERS & ADVENTURERS

**BLISTER PACKS** with 3 miniatures - unless stated otherwise

| | | |
|---|---|---|
| GRE04 | Gnome Fighters | $7.50 |
| **GRE05** | **Orc Beer Wagon (1)** | **$7.50** |
| GRE08 | Mounted Female Fighter in chainmail bikini! | $7.50 |
| **GRE11** | **Undead Giant Cyclops throwing rock (1)** | **$7.50** |
| GRE12 | Stone Idol (1) | $7.50 |
| **GRE17** | **Wererat Skeletons** | **$7.50** |
| GRE18 | Griffon (1) | $7.50 |
| **GRE19** | **Knight Command Group** | **$7.50** |
| GRE20 | Orc Command Group | $7.50 |
| **GRE21** | **Dwarf Command Group** | **$7.50** |
| GRE22 | Goblin Command Group | $7.50 |

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|---|---|---|
| **GRE168** | **Oriental Spearmen** | **$7.00** |
| GRE171 | Treeman | $7.00 |
| **GRE173** | **Skeleton Samurai** | **$7.00** |
| GRE174 | Armored Ogre Giant | $7.00 |

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|---|---|---|
| **GRE701** | **Rangers/Foresters** | **$9.00** |
| GRE702 | Wererats with various weapons | $9.00 |
| **GRE703** | **Female Elf Warrior - mounted & foot** | **$9.00** |
| GRE704 | Mounted Deathlord with Warhound | $9.00 |
| **GRE705** | **Nasty Deathlords in evil armour** | **$9.00** |
| GRE706 | Ugly Trolls (2) | $9.00 |
| **GRE707** | **Elven Warriors** | **$9.00** |
| GRE708 | High Elf - mounted & foot | $9.00 |
| **GRE709** | **Mounted Knight with lowly Yeoman** | **$9.00** |
| GRE710 | Paldins with swords & plate | $9.00 |
| **GRE711** | **Goblin Wolf Riders (4)** | **$9.00** |
| GRE712 | Giant Wererat (2) | $9.00 |
| **GRE713** | **Fire Giant with 2-handed axe (1)** | **$9.00** |
| GRE714 | Wood Elves with bows | $9.00 |
| **GRE715** | **Dungeoneers - Fighter, Mage & Thief** | **$9.00** |
| GRE716 | Pegasus with rider | $9.00 |
| **GRE717** | **Minotaurs (2)** | **$9.00** |
| GRE718 | Female Adventurers | $9.00 |

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|---|---|---|
| **GRE719** | **Skeletons Warriors** | **$9.00** |
| GRE720 | Skeletal Horsemen (2) | $9.00 |
| **GRE721** | **Rogues** | **$9.00** |
| GRE722 | Chaos Beast Handler | $9.00 |
| **GRE723** | **High Elves** | **$9.00** |
| GRE724 | Centaurs | $9.00 |

Please include **SECOND CHOICES** with your order!

## SHADOWRUN

### BOXED SETS

| | | |
|---|---|---|
| GRE9701 | Shadowrunners - Archetypes (10) | $27.00 |
| **GRE9702** | **The Corporate Sector (10)** | **$27.00** |
| GRE9703 | Eastern Dragon (3 pieces) | $27.00 |
| **GRE9704** | **Weathered Serpent Dragon** | **$27.00** |
| GRE9705 | Western Dragon | $27.00 |

### BLISTER PACKS

| | | |
|---|---|---|
| GRE1301 | Archetypes (3) | $8.00 |
| **GRE1302** | **Wendigos (3)** | **$8.00** |
| GRE1303 | Metahuman Gang (3) | $8.00 |
| **GRE1304** | **Eyekiller** | **$8.00** |
| GRE1305 | Lone Star Corps (3) | $10.00 |
| **GRE1306** | **Barghests with handler** | **$10.00** |
| GRE1307 | Street gang (3) | $10.00 |
| **GRE1308** | **Harpies (3)** | **$10.00** |

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|---|---|---|
| **RAL77750** | **Chaos War Colours** (Mold, Slate, Burgundy, Metallic Blue, Metallic Green & Metallic Red) | **$16.00** |
| **RAL77730** | **Fantasy Paints Set** (Silver, Gold, Blue, White, Black, Yellow, Red, Green, Paint Brush & 1 miniature!) | **$25.00** |
| **RAL740** | **Battletech Autumn Colours** (Autumn Gold, Khaki, Brown, Woodbrown, Pine Green & Armour Gray.) | **$16.00** |
| **RAL741** | **Battletech Summer Colours** (Flaxen Yellow, Adobe Brown, Dunkel Braun, Evergreen, Armour Gray & Olive.) | **$16.00** |
| **RAL77790** | **AD&D - Silks & Satins** (Royal Blue, Lavindar, Blue, Royal Red, White & Green) | **TBA** |

## FANTASY BOXED SETS

| | | |
|---|---|---|
| | **BATTLE LORDS** | |
| GRE1601 | Foot Knights (10) | $27.00 |
| **GRE1602** | **Orcs: Army of the Black River (10)** | **$27.00** |
| GRE1603 | Dwarves: Army of the Golden Mt. (10) | $27.00 |
| **GRE1604** | **Goblins: Army of the Blood Forest (10)** | **$27.00** |
| GRE1605 | Amazons - Army of Minerva | $27.00 |
| **GRE1607** | **Ogres of the East (8)** | **$27.00** |
| GRE1608 | Chaos Dwarves (10) | $27.00 |
| | **FANTASY LORDS** | |
| GRE2005 | Fighting Men - The Warriors (10) | $27.00 |
| **GRE2006** | **Specialists** (Dungeon Cannon Fodder) | **$27.00** |
| GRE2012 | Subterranean Terrors | $27.00 |
| **GRE2016** | **Magic Users (8)** | **$20.00** |
| GRE2017 | Ninja & Samurai | $20.00 |

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|---|---|---|
| | **BATTLE SETS** | |
| GRE9002 | Orc Warriors | $27.00 |
| **GRE9003** | **Dwarven Warriors** | **$27.00** |
| GRE9004 | Orc Wolf Riders | $27.00 |
| **GRE9005** | **Orc General's Battle Chariot** | **$27.00** |
| GRE9007 | Mighty Dwarven Seige Cannon | $27.00 |
| **GRE9008** | **Goblin War Band** | **$27.00** |

## STAR WARS

**BOXED SETS**: each containing ten GREAT 25mm miniatures

| | | |
|---|---|---|
| **GRE40301** | **Heroes of the Rebellion** | **$27.00** |
| GRE40302 | Imperial Forces | $27.00 |
| **GRE40303** | **Bounty Hunters** | **$27.00** |
| GRE40304 | A New Hope - Collector's Movie Set | $27.00 |
| **GRE40305** | **The Empire Strikes Back** | **$27.00** |
| GRE40306 | Return of the Jedi | $27.00 |
| **GRE40307** | **Stormtroopers** | **$27.00** |
| GRE40309 | Mos Eisley Cantina - Adventure Set | $25.00 |
| **GRE40310** | **Jabba's Place - Adventure Set** | **$25.00** |

Don't forget to use **SECOND CHOICES** when ordering!

## ACRYLIC PAINTS

No "handy hints" this time around kids, the last one in the Autumn edition catalogue suggested that finished miniatures should be 'baked' in a moderate oven for a while - you can guess what happened, some poor guy spent hours painting his ghouls and mounted warriors, only to have them melt in the oven (maybe he used a microwave?). Anyway, in future don't listen to anything I say!

## PAINT SETS

| | | |
|---|---|---|
| **CITP1** | **Color Paint Set #1** (Skull White, Chaos Black, Blood Red, Bronzed Flesh, Woodland Green, Enchanted Blue, Sunburst Yellow, Mithril Silver & Shining Gold) | **$30.00** |
| **CITP2** | **Creature Paint Set #2** (Rotting Flesh, Goblin Green, Elf Grey, Worm Purple, Hobgoblin Orange, Orc Brown, Spearstaff Brown, Swamp Brown &Chainmail) | **$30.00** |
| **CITP3** | **Monster Paint Set #3** (Imperial Purple, Titillating Pink, Electric Blue, Moody Blue, Bestial Brown, Bilious Green, Brazen Bronze, Red Gore & Ghoul Grey) | **$30.00** |
| **CITP5** | **Space Marine Paint Set** (Bolt Gun Metal, Salamander Black, Salamander Green, Marine Dark Blue, Ultramarine, Blue Grey, Space Wolf Grey, Terracotta & Blood Angle Orange) | **$30.00** |

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|---|---|---|
| **RAL77791** | **AD&D Natural Colours** (Werefur Brown, Sunlight Yellow, Guts Pink - who writes this stuff? Elemental Orange, Moss Green & Water Blue) | **TBA** |
| **RAL77725** | **Clear Matte Spray Sealer** | **TBA** |
| RAL77725 | Spray Primer | TBA |
| **RAL77728** | **BRUSH KIT (3 brushes)** | **$18.00** |
| RAL77726 | Dragonscale Metallic Creme Kit (Contains 6 cases of metallic rub-on wax - red, gold, green,blue, bronze & silver) | $20.00 |
| **RAL77729** | **Sponge Applicator Brushes (3)** | **$3.50** |

## INDIVIDUAL PAINTS

### RAL PARTHA

| | | |
|---|---|---|
| RAL77701 | Gold Metallic | $3.00 |
| **RAL77702** | **Silver Metallic** | **$3.00** |
| RAL77703 | Bronze Metallic | $3.00 |
| **RAL77704** | **Steel** | **$3.00** |
| RAL77705 | Flesh | $3.00 |
| **RAL77706** | **White** | **$3.00** |
| RAL77707 | Gray | $3.00 |
| **RAL77708** | **Black** | **$3.00** |
| RAL77709 | Shamrock Green | $3.00 |
| **RAL77710** | **Forest Green** | **$3.00** |
| RAL77711 | Dun | $3.00 |
| **RAL77712** | **Leather** | **$3.00** |
| RAL77713 | Red Brown | $3.00 |
| **RAL77714** | **Dark Brown** | **$3.00** |
| RAL77715 | Ivory | $3.00 |
| **RAL77716** | **Yellow** | **$3.00** |
| RAL77717 | Orange | $3.00 |
| **RAL77718** | **Red** | **$3.00** |
| RAL77719 | Sky Blue | $3.00 |
| **RAL77720** | **True Blue** (Cobber!) | **$3.00** |
| RAL77721 | Dark Blue | $3.00 |
| **RAL77722** | **Copper Metallic** | **$3.00** |
| RAL77723 | Purple | $3.00 |
| **RAL77731** | **Khaki** | **$3.00** |
| RAL77761 | Aged Metal | TBA |
| **RAL77762** | **Frost Giant White** | **TBA** |
| RAL77763 | Minotaur Fur Brown | TBA |
| **RAL77764** | **Hell Hound Brown** | **TBA** |
| RAL77765 | Damsel Flesh | TBA |
| **RAL77766** | **Manticore Mane Yellow** | **TBA** |
| RAL77767 | Mold Yellow | TBA |
| **RAL77768** | **Goblin Flesh Tangerine** | **TBA** |
| RAL77769 | Dragon Scale Red | TBA |
| **RAL77770** | **Tentacle Pink** | **TBA** |
| RAL77771 | Dragon Tongue Purple | TBA |
| **RAL77772** | **Sembia Red** | **TBA** |
| RAL77773 | Cormyr Blue | TBA |
| **RAL77774** | **Mind Flayer Mauve** | **TBA** |
| RAL77775 | Paladin Blue | TBA |
| **RAL77776** | **Dragon Scale Blue** | **TBA** |
| RAL77777 | Bullet Blue | TBA |
| **RAL77778** | **Remorhaz Blue** | **TBA** |
| RAL77779 | Storm Giant Green | TBA |
| **RAL77780** | **Behir Blue** | **TBA** |
| RAL77781 | Troll Flesh Green | TBA |
| **RAL77782** | **Elven Green** | **TBA** |
| RAL77783 | Ghoul Flesh Lime | TBA |
| **RAL77784** | **Bullywug's Belly Green** | **TBA** |

"Bullywug's Belly Green!" who writes this stuff?